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BLACK DAWN
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EXHUMED
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STREET FIGHTER III & TEKKEN 3: ARCADE SPY REPORT


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WHO SAID GAMES ARE SAD?



This is post-modern irony, understand, not sexism. Oh, no.

SWEET CANDY!

PAGE 3 STUNNA

★ Cutie Candy Vipers is not so sweet and innocent, eh boys? But that's not a problem with us, she's still a real sweetie! "I just like to work out every now and then, it 'elps me keep 'me body lookin' in shape". Well it certainly does Candy, any chance that I could work it out with you... erm we could play two player eh?

WRITTEN BY 'NAUGHTY' NICK PATERSON

CONTENTS

Brrr... It's perishing cold outside! So why not step inside MEAN MACHINES SEGA and make yourself comfy? This month we've got a scorching selection of Saturn reviews to warm your extremities plus a thermos flask full of piping-hot previews, news and tips to see you through the worst of the Winter weather. Remember, with MMS it can be Summer all year long! (Who writes this crap? – Gus)

HIGHLIGHTS

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WILD 9

When sheep start to rear their fleece-covered heads in a video game you can bet that Shiny Entertainment are involved! In this issue, an EXCLUSIVE interview with head honcho Dave Perry.

32



STEET FIGTER III

Not a hoax! Capcom's Street Fighter sequel is finally here and we've got the first pics to prove it. Will it be another coin-op classic or just a cheap cash-in? The truth is in here...

24



SWAGMAN

Following the phenomenal worldwide success of Tomb Raider, Core is about to put the frighteners on you! We take a spine-tingling First Look at some spooky goings-on in Swagman.

28



SOVIET STRIKE

After more delays than the Bakerloo line, EA's explosive helicopter shoot-'em-up lands on Saturn. The MMS team take on the chopper squad that make Airwolf look like a bit of a sissy!

84



ENEMY ZERO

Warp have already made a name for themselves with the chilling Kenji Eno adventure, D. Is its space-based successor simply a poor Alien-clone or have FMV games just received a major facelift? At least it'll keep Gus quiet for a while.

88

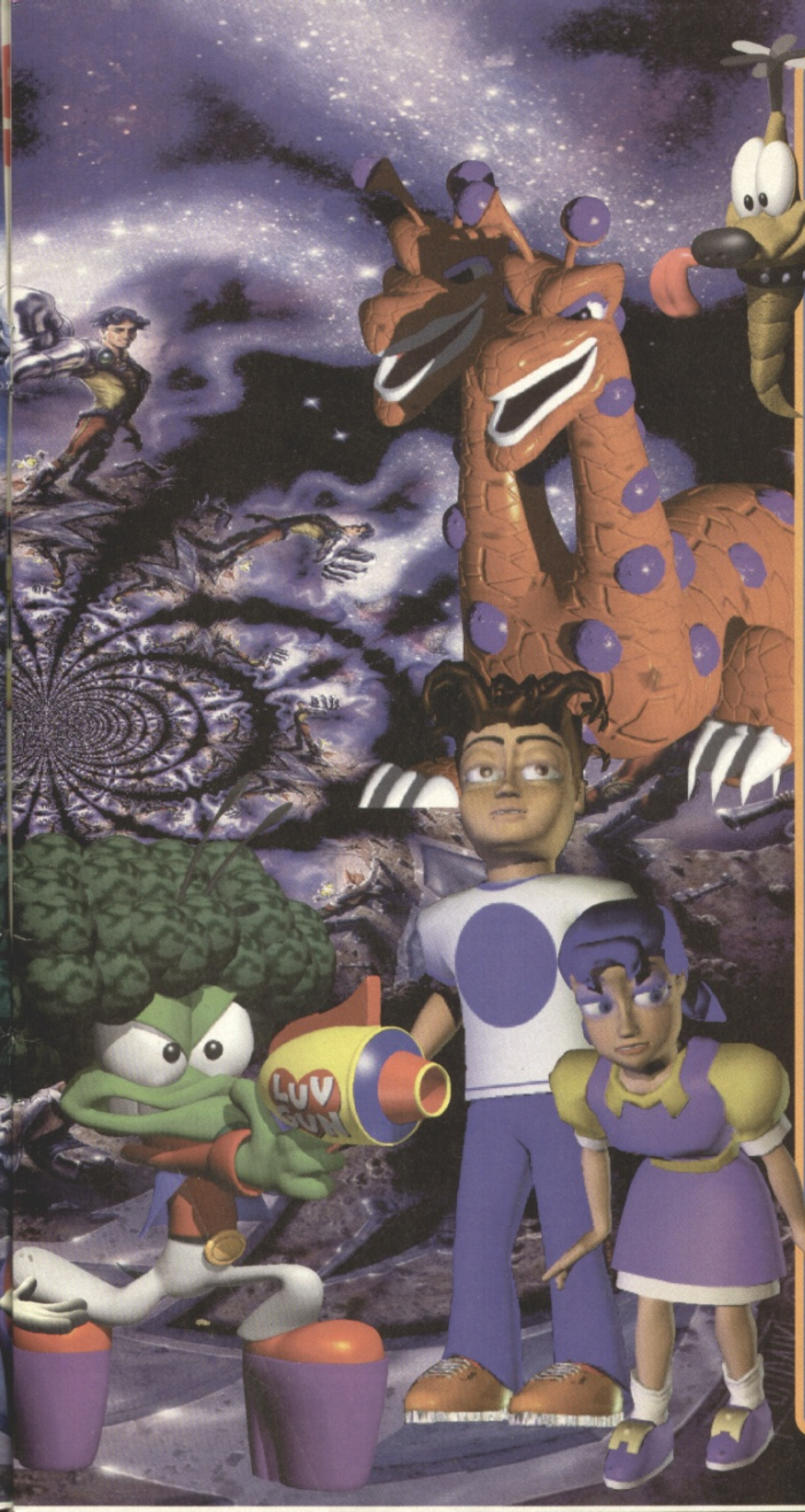


BUG TOO!

With a severe shortage of platform games on Saturn, Sega has taken a blast from the past and dusted BUG! down for yet another wacky romp through 3D land.







REVIEWS

SATURN REVIEWS

MEGADRIVE REVIEWS

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ARCADIA

MEAN 16

INTERACTIVE PULLOUT
Our exhaustive Exhumed guide reaches its climax (at last!) and Tomb Raider's Lara Croft finally sees the light at the end of the tunnel. Would-be world conquerors will want to check out our forceful four page C&C guide.

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The MEAN MACHINES CHARTER
1. Never eat yellow snow.
Nick did and he liked it!

COMPETITON RULES
Be warned! Employees, their families and suppliers of EMAP Images are not eligible for entry in competitions. There is no cash alternative to the prizes offered. The Editor's decision is final.



This is the quietest month of the year, the dead zone for mags like ours. Normally the goodies have all been dished out before Christmas, but I'm happy to see a good selection of games passing through the pages, with the promise of more to come — the Manx TT shots are the best I've seen this month. When not putting this issue together, many members of the team have been messing around with Internet multi-player mayhem. Both Red Alert and Quakeworld on PC show how compulsive playing against a human opponent can be. The sooner the console companies get into this lark the better. Sega is best positioned, with the Netlink having the first console on-line potential, but the poor reception in the States (Sega sold just 1/10th of their target) shows how far Sega has to go to convince gamesplayers who have not yet felt the benefits of the Internet. Start investigating it yourself.

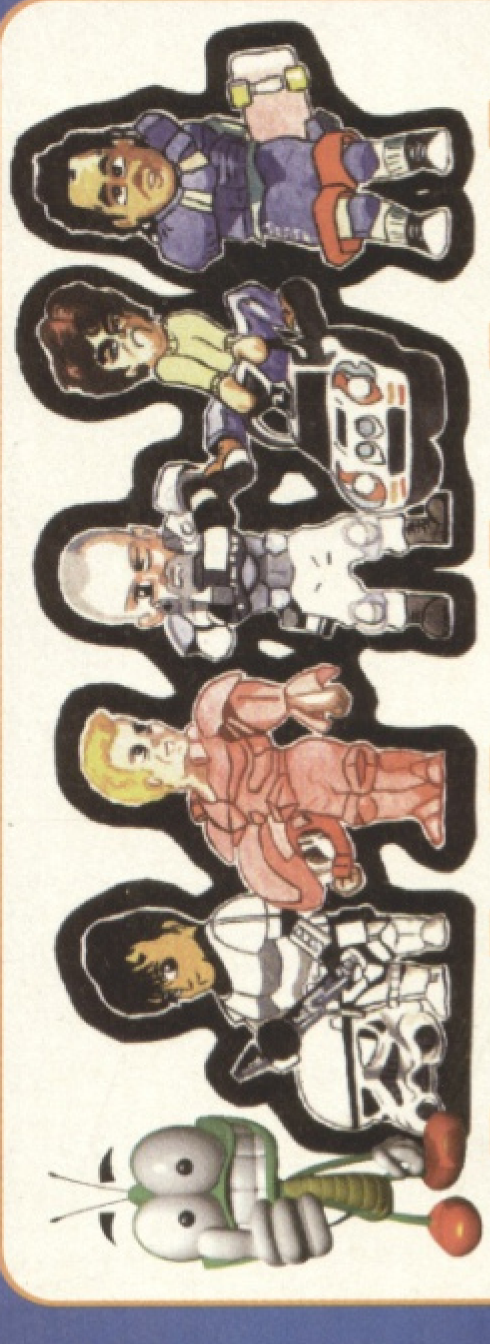
GUS

P.S. Don't bother sending in all that Mean Art!

YOU HAVE BEEN WATCHING...

These are, to our knowledge, all the editorial and most of the freelance contributors to MEAN MACHINES SEGA over the years. Thanks to them all:

Gordon Barrick (popular emergency designer)
Paul Bufton (thrusting young turk of the software world)
Oz Browne (The Art Editor with the heart of gold, and Bacardi weakness)
Claire Coulthard ('Our Claire', Lord EMAP's glammest Art Ed)
Tom Cox (From years back, and a White Knight many times since)
Nicky Creed (The design wonder, from down under)
Helen Danby (Helpful Helen from upstairs. Many thanks)
Paul Davies (MEAN MACHINES was a step to greater things. Good times)
Phil Dawson (Our newest recruit. His talents will go to a good home)
Stephen Fulljames (Mr. Netscrape. Steve's going to pastures new)
Paul Glancey (From the Megatech days. Thanks for your wisdom wise uncle Paul)
Fraser Gray (Shine on you Crazy Diamond. He was a nutter...)
Tom Guise (So was he. But Tom's a nutter of the nicest kind)
Gary Harrod (Will always be the Master. Founder art person)
Marcus Hearn (Our cynic took solace in the X-Files. Always a friend)
Lucy Hickman (MEAN MACHINES fieriest Dep. Many memorable contributions)
Lucy Hill (That slag from up North. You don't get many of her to the pound)
Daniel Jevons (Remembered for his perfectionism and embarrasing candour. Slumming it in the States now)
Dave Kelsall (He cut his magazine teeth on MEAN MACHINES, god bless 'im.)
Steve Key (From schoolyard to the software glitterati. A success story)
Steve Kyte (Creator of many of our covers. A genius in print)
Ed Lawrence (It's Rad, innit. On his way to making a journalistic name for himself)
Richard Leadbetter (First Ed of MEAN MACHINES. The first real Sega expert)
Jason McEvoy (We poached him from Power, and it's as well we did. Current Art Ed)
Andy McVittie (From Production Editor to Publisher, a familiar face at Mean Towers)
Steve Merrett (My Ed. Did a Keegan. Went to seed in the same way to. But taught me everything I know about stitch-ups)
Nick Paterson (Has tackled the art impossible with no support. Bless this geezer)
Julian Rignall (Our father, who art in California. The idea was his)
Pete Stitson (He's a hot shot now on FHM, but he did our layouts)
Marc Swallow (Publisher extraordinaire. Not a man to cross)
Angus Swan (Me. There for every one of those 53 issues)
Graham Taylor (There even before Jaz, at Images. His era has passed)
Matt Yeo (The last. The latest. But he's only gone to Saturn Mag)



The team confess to the most embarrassing records in their collection of radiophonic 'platters'. Prepare to cringe.

JASON McEVOY

Jason seems to think the seminal "I don't wanna dance (dance with you baby no more)" by Brit reggae star Eddy Grant is something to hang his head in shame for. The rest of us think no one ever did so much to make red leather an ESSENTIAL fashion accessory.

NICK PATTERSON

Wham, 'Make it Big'. The album choice for Nick, who once thought Club Tropicana was a real place, somewhere off the M6. Long have we suspected our design deputy has been playing Andrew Ridgely to Jason's George.

GUS SWAN

Gus has no cause to laugh at anyone, foolishly buying a T'pau 12-inch single of 'Whenever you need someone'. Never heard it? That's probably because it reached No. 167 before the Society for Humane Radio Play put a stop to it. Sadly, he still has it on a compilation tape and sometimes plays it in his car, explaining the number of times he has swerved into pedestrians.

STEPHEN EMPTYJAMES

Ste, as usual, is arch. 'I don't have any embarrassing records, actually'. When pressed he admits to having a cover version of Kate Bush's Wuthering Heights. "It's the subject matter that's embarrasing, not the CD", he claims.

MATT YEO

Initially, Matt was pretty reticent, but when the confessions started, they began to flood out: Bucks Fizz 'the camera never lies', Phil Bailey and Phil Collins 'Easy Lover' shows a penchant for early '80s bad taste. But what excuse is there for 'Abort, retry, fail' the dreadful, and aptly named recent No. 1?

PHIL DAWSON (NO PIC)

With a high-pitched squeal to illustrate it, Phil reveals he has 'The lion sleeps tonight', but he can't remember who it is by. But Matt knows — Tight Fit. Maybe there's more to Phil's nickname of 'monkey boy' after all.


SLAM EVIL!
THE PHANTOM
12
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Here it is, hot off the press, the latest Sega news as it happens. As per usual, our big headline hoggers this issue arrived at the last minute with exclusive info on Resident Evil and Manx TT!

MANX TT

EXCLUSIVE SHOTS OF SEGA'S SPRING BIGGIE!

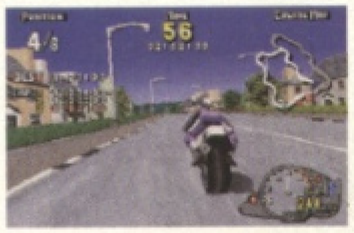


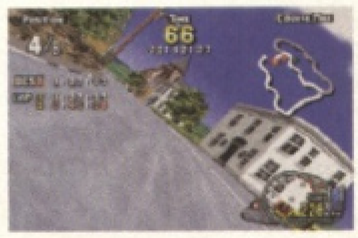


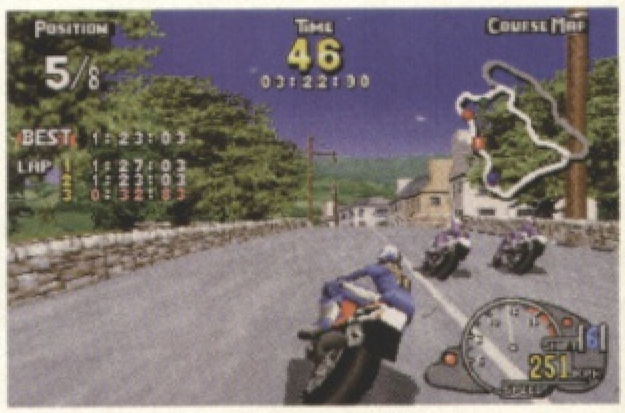
MEAN MACHINES has managed to procure the very first shots of Sega's very own mean machines: the long-awaited conversion of arcade racer Manx TT from coin-op to Saturn. You don't need us to tell you that it's looking pretty sharp. Work on the conversion of AM3's biking coin-op has actually undertaken by Tantalus, the Australian developer who won general acclaim for its PlayStation Wipeout conversion to Saturn last year.

Manx TT is set across two authentic layouts similar to those raced in the famed Isle of Man road race, which is part of the UK Bike Championship. Player's race high-performance bikes through a setting of country roads and a seaside esplanade, with geographical features matching those of the actual island. Manx TT was the last of Sega's Model 2 coin-op racers, and the fastest, with spectacular crashes throwing riders from their machines.

A lot of work has gone into finding a Joypad control model that gives the same feel offered by the full bike set-up of the arcade unit. Hopefully it will also include all the full modes of that too, including the worrying sheep-racing mode. Look for a full preview next month.







MANX TT. DEVELOPER: TANTALUS. PUBLISHER: SEGA. RELEASE: MARCH '97.

RESIDENT EVIL

THE OFFICIAL ANNOUNCEMENT!











After a year of speculation, rumour and conjecture, Capcom Japan put the Saturn community out of its misery and announced its intention to release a Saturn version of the massive PSX hit: Resident Evil. The planned Spring release suggests work is already pretty well advanced on the conversion, which has been plagued with technical issues. Any Resident Evil version would almost certainly be released in the UK by Virgin, with whom Capcom has affiliate label status.

Resident Evil, named Biohazard in its original Japanese format, is a classic 'haunted-house' arcade adventure. You play two of a crack SWAT team, cornered in a Gothic mansion by sinister creatures. Playing either as Jill (easy for the ladies) or Chris (birruva challenge for the lads) you investigate more of the mansion, discovering a host of zomboid mutations and other nightmarish living experiments. A combination of nerves, reflexes and lateral thinking will see you through the house, its gardens and the climactic laboratory level.

The game's unique feature is its innovative depiction. The mansion is a stunningly realised set of polygon chambers, breathtakingly detailed and decorated. Rooms are viewed from fixed camera points for an isometric perspective, so characters move through them rather than the 'true' 3D style adopted by Tomb Raider. The characters themselves are convincingly animated, but the real stars of the show are the menacing monsters, from crows and hell-hounds to man-sized tarantulas. Of course, all this praise has to be qualified in the light of whether the Saturn conversion will compromise on elements of the original, as happened with Wipeout and, disastrously, Destruction Derby. At the moment, Capcom has stated only that "story and basic gameplay will remain the same."

RESIDENT EVIL. PUBLISHER: VIRGIN. DEVELOPER: CAPCOM. AVAILABLE: SPRING/SUMMER.

News

Tekken 3 will never come to Saturn but it still looks cool!

TEKKEN 3

We don't normally bring you items on Namco products, because they never come to Saturn and because they are often pale imitations of Sega titles. But Tekken 3, we know is a much anticipated arcade title, and the first to show Namco's new coin-op technology. It will probably be the big competition for Virtua Fighter 3 on console later this year. These pics show updated versions of old characters, Law and Yoshimitsu, but we have no details of new characters. First reports were that the board itself is actually a disappointment compared to Sega's Model 3 technology.

TEKKEN 3 (ARCADE)
PUBLISHER: NAMCO.
AVAILABLE N/A



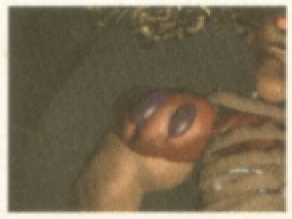
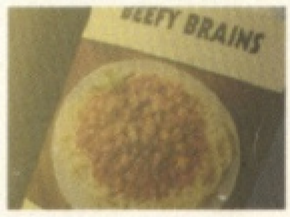




RE-LOADED




Gremlin will be revisiting its space criminals on Saturn again this Spring, with the follow-up to Loaded, the imaginatively titled Re-Loaded. The conversion of the original was a surprise hit for the Sheffield developer — No. 1 in the charts in fact. Re-Loaded is essentially more of the same, with some of the irritations of the original smoothed out. The Vox character has been 'erased', but two more take her place, the cannibalistic disco bunny known as The Consumer, whose favourite recipe is 'Beefy Brains' and Sister Magpie, intergalactic nun. Ex-2000 AD artists have created new artwork and rendered sequences for each. There are also six new planets split into multiple overhead-viewed sub-levels, taking one or two players to confront their old adversary FUB, now brain-merged with a hippie artist resulting in the creation of a gigantic beast known as CHEB. The levels are more compact than their sprawling predecessors, with new puzzle elements, more sophisticated than those door-key conundrums of Loaded. Smarter graphics and a more noticeable 3D perspective have also been developed. Expect Re-Loaded sometime in the early Spring.



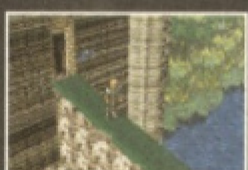



RE-LOADED. PUBLISHER:
GREMLIN. AVAILABLE:
SPRING.



OUT NOW

DARK SAVIOR (SEGA)



With loads of locations and five different plot-lines to explore, this lavish RPG adventure will keep you playing for absolutely ages. If you enjoyed Megadrive Landstalker this is the one for you.

OVERALL 90%

DIE HARD TRILOGY (FOX)



A fantastic conversion of three cool action movies that works surprisingly well. The final driving section is the highlight although both gun stages will keep V. Cop fans happy.

OVERALL 92%

TEMPEST 2000 (INTERPLAY)



A cracking conversion of the one game worth buying a Jaguar for. Except now Tempest is on Saturn, so you don't need to. An undeniable classic backed with some infectious techno tunes.

OVERALL 88%

NHL '97 (EA)



NHL '97 has all the classic Electronic Arts playability and enough 32 bit gloss to warrant purchase. We look forward to next year's update as this version will take some beating.

OVERALL 86%

BLUFFERS' GUIDE TO SOFTWARE HOUSES: 1.ACCLAIM



The first in a series of cut-out 'n' keep guides to the people that release the games. We kick off with everyone's favourite: Acclaim.

ACCLAIM IS...
An American based software house with an HQ in New York, a European office in London and a Japanese arm. They release games from various developers, including Mirage and Taito and has three major developers of its own: Iguana entertainment and Sculptured Software in America and Probe in the UK. Acclaim employs approx. 1000 people.

HOW IT STARTED
Acclaim started business in 1987, as a publisher of NES games in America. It's first year revenues were less than a million dollars. It entered in the Sega market in 1991 and opened a UK office at the same time. By the end of 1995, it had annual sales of $500m!

THE ACCLAIM WAY
Acclaim is into releasing lots of different titles — it had 30-odd Saturn titles in its E3 brochures. Acclaim sometimes releases crap, but there are also gems in there. Acclaim loves to get its hands on a big license — it made its mark with NBA Jam, based on the Williams' coin-op and similarly, Mortal Kombat, as well as the Alien movies and Fox TV's The Simpsons. Acclaim always has big stands at shows, dancing girls...Acclaim are quite big on girls, actually.

ACCLAIM'S GREATEST MOMENT
Mortal Kombat. The hype was immense for the console game, which everyone initially thought was a sad Street Fighter clone in the arcades. After the cinema ads, the Vinny Jones poster and the endless press coverage, everyone suddenly decided it was a great contribution to Western civilisation and has been ever since.

ACCLAIM'S WORST MOMENT
Recently, posting massive losses in America and shedding hundreds of jobs to be leaner and fitter.

THEIR NICEST FACETS
Acclaim is good at supporting lots of platforms — it even did a couple of 32X games. Acclaim is also friendly and sociable. Recently it's become more adventurous and diverse in its game development with Bad Mojo, D and Constructor not being examples of 'typical' Acclaim games.

THEIR NAUGHTIEST HABIT
Slipping out games it knows are a bit poo. The most infamous example of this was Rise of the Robots, which arrived on shelves in the dead of night and later scored 9% in MEAN MACHINES.

HOW THEY'D LIKE TO BE REMEMBERED
The excellent Alien 3 on 16 bit, MKII, Alien Trilogy, NBA Jam.

WHAT THEY'D RATHER YOU FORGOT
Rise of the Robots 1&2, Terminator 2: Judgment Day, Dragonheart

ACCLAIM GAMES IN OUR CURRENT TOP 50
Bust-a-Move 2 (14), Alien Trilogy (30), X-Men: COTA (32), NBA Jam Extreme (47)

SALES CHART: SATURN
The official Saturn chart as compiled by Chart-Track. Somehow the godawful Doom is in the top ten. What are you playing at?!

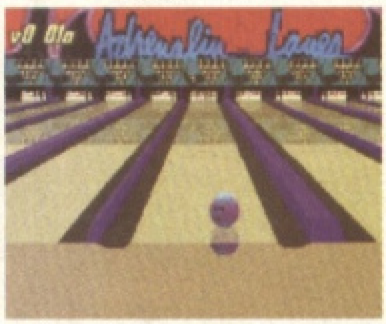
1 (3) TOMB RAIDER (EIDOS)
2 (1) VIRTUA COP 2 (SEGA)
3 (2) WORLDWIDE SOCCER '97 (SEGA)
4 (5) COMMAND & CONQUER (VIRGIN)
5 (-) INTERNATIONAL VICTORY GOAL (SEGA)
6 (-) SEGA AGES (SEGA)
7 (4) DAYTONA CCE (SEGA)
8 (-) DOOM (GT INTERACTIVE)
9 (R) ATHLETE KINGS (SEGA)
10 (R) EXHUMED (SEGA)

CAPCOM CLEANS UP!

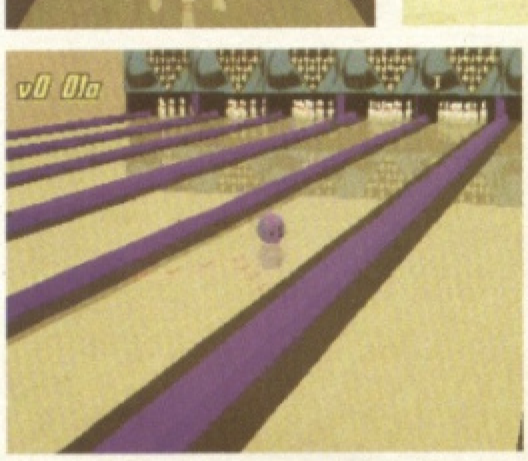


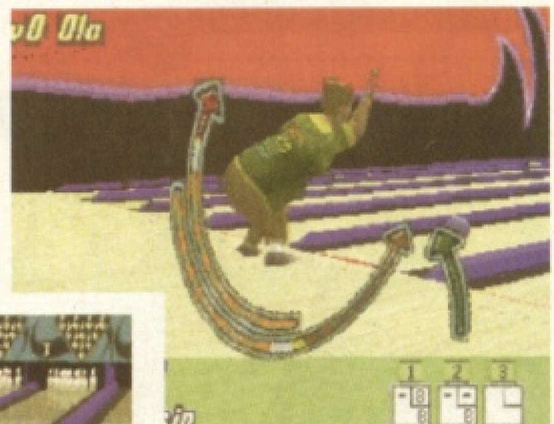
Reaffirming its position as top arcade developer, Capcom swept the board at a recent Japanese Arcade Awards ceremony hosted by Gamest magazine. Street Fighter Zero 2 won both Game of the Year and Beat-'em-up of the year, and Dan from Zero 2 was voted as the most popular character. Capcom also took home the Most Popular Company award, the ninth year out of ten that the company has won that category! Sega's Virtua Fighter won the award for best graphics, but was only placed 4th in the Game of the Year category.

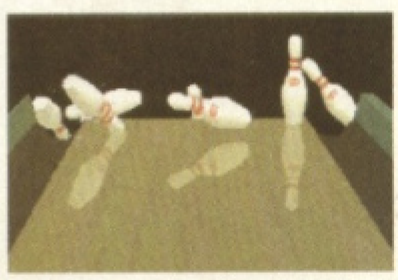
TEN PIN ALLEY











What software library would be complete without that most essential of games, the ten pin bowling sim? EA obviously reckons that Ten Pin Alley will plug a yawning genre gap in the Saturn's line-up, as it's planning to release what can only be described as a bowling game sometime this spring. We know that the Americans love their bowling, to the extent that there is actually a law which states that every US sitcom has to have an episode where the whole cast go bowling, but we can't imagine that UK gamers will be queuing up to buy it. Still, EA has loads of cash and can consequently do whatever it fancies, so who are we to argue?

TEN PIN ALLEY. DEVELOPER: ADRENALIN. ENT. PUBLISHER: EA. RELEASE: TBA.

DARKLIGHT

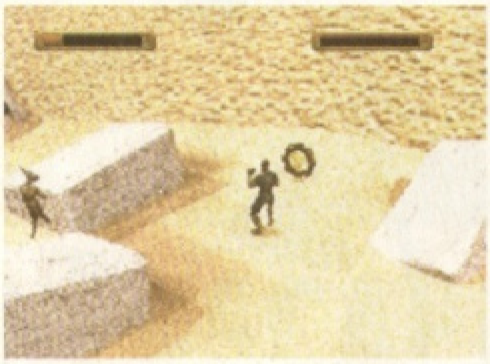
As well as working on Jonah Lomu Rugby for Codemasters, Liverpool developers Rage also have a shoot-'em-up, Darklight, in the works for EA. Promising fast, space-based gameplay, Darklight's plot seems to involve a futuristic version of a student exchange programme. The player is cast as a genetically altered human fighter pilot who has been assimilated into the society of an alien race, the Reptons. The Repton military system is composed of several clan armies, and the player has to pledge their allegiance to one of these. Relationships between clans are generally cordial, but when feuds erupt, all hell breaks loose. As a fighter pilot, you obviously get chucked in at the deep end, fighting on the front line of inter-clan battles. EA is promising "stunning imagery, faultless playability and beautiful graphics", as well as the opportunity to explore the workings of Repton society. As yet, the Saturn version has not been given an official UK release date, but since we should be getting a preview copy next month, a street date sometime in March or April would be our guess.

DARKLIGHT. DEVELOPER: RAGE. PUBLISHER: EA. RELEASE: TBA.

PERFECT WEAPON

EA is pretty busy at the moment, as it's currently preparing Perfect Weapon for a February release. Players take on the role of the stupidly monikered Blake Hunter, martial arts expert, and are faced with a staggering 1300 3D locations to explore. There are 20 types of alien critters to duff up and, thanks to advanced AI, you can expect simultaneous attacks from up to five enemies at once. The gameplay takes the form of a scrolling beat-'em-up, with loads of martial arts manoeuvres to discover. If all goes according to plan, a preview will be gracing these pages next month.











PERFECT WEAPON. DEVELOPER: GREY MATTER. PUBLISHER: EA. RELEASE: FEBRUARY.

GOSSIP SHORTS

Those who know, in the know.

SEVEN MILLION

Sega's latest business report points to a seven million Saturn user base worldwide, with 1.6 million predicted US Saturn by end of March, a million in Europe and the rest in Japan. A surge of 500,000 units sold in the US in December alone has made them upbeat, and this was down to the 3-game deal (Sega Rally, VF2 and Virtua Cop with a Saturn for $199). It's 'the most successful promotion in Sega's history' according to US VP Bernie Stolar.

ONE MILLION

Core is celebrating a million estimated global sales for Tomb Raider, and that's before the game is released in Japan later this month. The game has topped the US charts in January.

ALERT! ALERT!

There are strong rumours that Virgin will follow up Command and Conquer with the PC sequel, Red Alert, which was the biggest PC hit of the year. Created by Westwood and released through Virgin, it updates the gameplay with European nations battling with all new weapons.

BACK BONE

You may be wondering what happened to Mr Bones, previewed a couple of months back. Well, Sega is still waiting for a PAL conversion which deals with the problems of sound cueing and FMV speed, caused by the differences between UK and American systems.

HELLO SAILOR!

One new Electronic Arts project, for which there are no pictures, is Battle Stations. Due in April, all they know is that it's a combat game featuring ships. We're all crossing fingers for a Command and Conquer clone set on water.

DRIVER'S MEGAMIX

This is a persistent rumour with apparently no basis in fact — AM2 are planning to produce an updated amalgam of their driving games in a style similar to Fighters Megamix. Since they've only produced Daytona USA for Saturn, we wonder exactly what they'll combine it with.

VIRGIN RAGES

In an upbeat announcement, Virgin Interactive has sealed a deal with Rage Software. Everyone has been getting into bed with these industry types at the moment: Codemasters with Jonah Lomu, Acclaim with Striker, EA with FIFA '97 and Darklight. Two possible Saturn projects from the pairing are Hellracer and Striker '98 (both starting on PC). Hellracer came in for a bit of controversy late last year as its ex-Psygnosis creators were accused of making it look too much like Wipeout.

MMS Video Tip: Rent Kingpin and The Rock. They're top!

CONQUEST EARTH

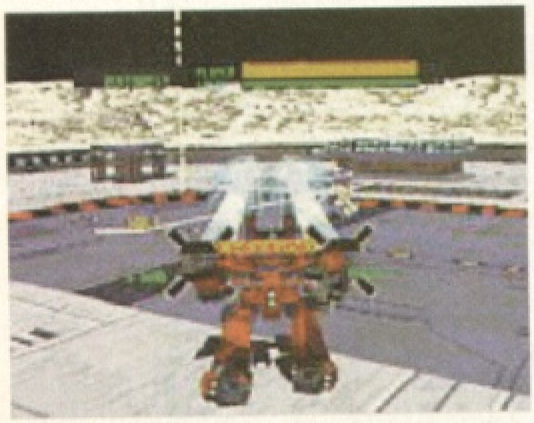
The attack of the Command and Conquer clones has begun! The first is from Eidos, and takes place during a war between the Earth and a race of gaseous beings discovered on Jupiter by the Gallileo space probe. As with C&C, you can choose to fight as either side, and missions are varied accordingly. Where it goes further than C&C though, is the extent to which the two sides differ. The Jupitians have morphing bodies capable of forming an array of attack craft, and their overall goal is to take over the Earth by any means neccesary, including destroying the atmosphere! Playing as the Humans, you have access to a more conventional selection of weaponry. Look out for a full preview soon.

CONQUEST EARTH. DEVELOPER: DATA DESIGN. PUBLISHER: SEGA. RELEASE: MARCH.

OFFICE CHART

Whilst we've been far too busy to play games this month, this is what we would have been playing if we had any spare time. Which we haven't.

1 (-) FIGHTERS MEGAMIX
2 (1) RED ALERT (PC)
3 (-) SONIC 3D
4 (-) DIE HARD ARCADE
5 (-) ENEMY ZERO





VIRTUAL ON AND ON



After last year's PC conversions of, amongst other titles, Sega Rally and Virtua Fighter, Sega has announced the release of a PC CD-ROM version of Virtual On that uses Intel's shiny new Pentium MMX processor technology. The MMX chipset has been designed with games and multimedia applications in mind (and about time too), and is capable of running games like Virtual On at 30 frames per second, even at high resolution with 16 bit colour. If you look closely at these screenshots, you'll also be able to see that there is no sign of the 'net curtain' effect seen in the Saturn version. It should be fantastic, but once again Sega is targeting the high-end PC market with its conversions, and just how many people do you know with MMX PCs? Rumours are also floating around concerning PC versions of Fighting Vipers and Worldwide Soccer '97 that will also be MMX compatible, so expect further coverage just as soon as we manage to blag ourselves an MMX PC!

VIRTUAL ON (PC) PUBLISHER: SEGA. RELEASE: TBA.

LOST VIKINGS 2



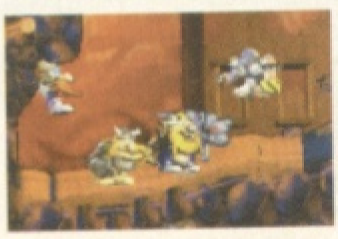


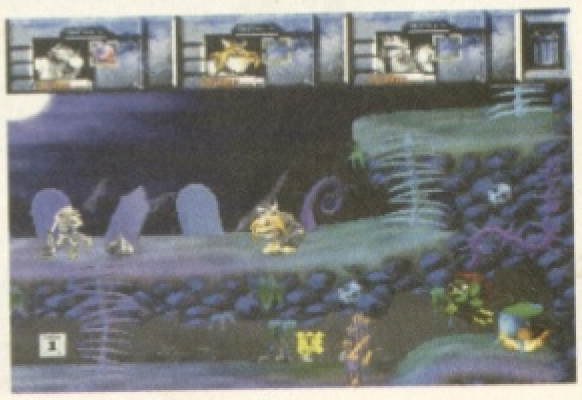
Seasoned gamers may remember Lost Vikings, a Megadrive platform game from 1993 which featured three bearded Scandanavian gents known as Eric the Swift, Olaf the Stout and Baleog the Fierce. Well now, as the press release says, they're back, in a new adventure bearing the cringeworthy subtitle 'Norse by Norsewest'. Each of the three heroes have their own special powers, which need to be used to solve the puzzle based gameplay. Lost Vikings 2 also offers 5 different worlds to play through, including a jungle, Transylvania and pirate haunt. Don't expect anything ground-breaking plot-wise, but there is a real lack of traditional platform/puzzle games on the Saturn (although some people may say that's no bad thing) so we'll be covering Lost Vikings 2 with some interest.











LOST VIKINGS 2: NORSE BY NORSEWEST (GROAN) PUBLISHER: INTERPLAY. RELEASE: TBA.

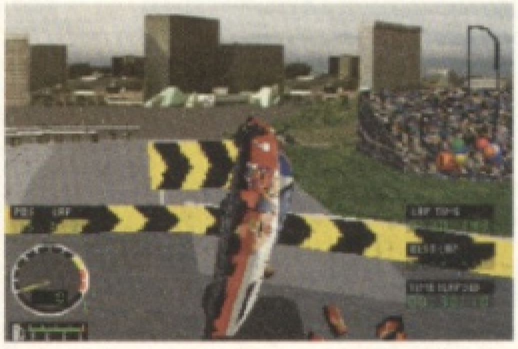
MARIO ANDRETTI RACING



Wheel out those 'Mario on Saturn' headlines again, as another famous person called Mario gets a Saturn game named after him. In this case it's Mario Andretti, of Indy Car fame, and the game is based, as you would expect, on his antics behind the wheel of assorted rapid sports cars. You can choose between an Indy Car (think Formula One) or a NASCAR (think Touring Cars) racer, and compete on a full season's complement of sixteen oval and street circuits against a field of real life drivers. Whether Mario Andretti Racing will turn out to be an inferior incarnation of Daytona USA remains to be seen, but you can customise your mean machine extensively, and even race as a McDonalds sponsored car. Mario Andretti Racing is warming up in the pit lane for a likely February release, so we should be on the case with a full MEAN MACHINES review next issue.









MARIO ANDRETTI RACING. PUBLISHER: EA. RELEASE: FEBRUARY

GOSSIP SHORTS

XMAS NO.1

What was the biggest seller over the Christmas period? No, not the Spice Girls — on Saturn. Selling marginally less than the Dunblane appeal song was, umm, Virtua Cop 2 game and gun pack.

WE'D KILL FOR MDK

Funny little response ! had to a question to Dave Perry about his 'other' game, ie. not Wild Nines, MDK. This is a brooding, sci-fi adventure shoot-'em- up using an amazing 3D engine and detection system that allows you to aim at targets a kilometre away in the game world, and shoot between their thighs! Having this game converted would be excellent news, and from Dave Perry's cryptic reply it would seem it's up to Sega to 'hurry up and make a deal'. So we say to them, hurry up and make a deal!

STREET FIGHTERS MEGAMIX

The last bit of news before we went to press – a rumour of a Capcom plan to produce a megamix version of the Street Fighter series; II, Turbo, even the Zero games, combining characters and techniques from seven different projects into one Saturn title.

NEWSCAPE!

Well, we've been spending far too much time on-line again this month, so here's our recommended list of web sites worth visiting:

1. Shiny Entertainment (http://www.shiny.com) - All the latest info on Shiny's upcoming games. If there's Wild 9 info on the site that's not in our First Look this month, we want to know!



2. Warp Records (http://www.warp-net.com) Nothing to do with Warp of Enemy Zero fame, but this is one of the best looking web sites we've ever seen. You'll need Netscape 3 for it though.



3. Capcom USA (http://www.capcom.com) - Not as good as the Japanese site, but it's in English and has all the info you could possibly need on Capcom's line-up, including SF III!

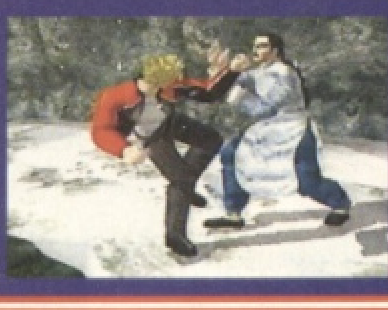


SEGAWORLD CHART

These are the games that are still getting coins-in-slots down at London's premier arcade establishment.

1 (1) VIRTUA FIGHTER 3
2 (2) X MEN VS STREET FIGHTER
3 (-) SEGA TOURING CAR CHAMPIONSHIP
4 (-) WAR-ZARD
5 (3) SEGA RALLY





OY, MEAN MACHINES! WADDYA THINK OF MY CHART THEN?

MY TOP THREE SATURN GAMES ARE:

....

....

....

I'M GAGGING TO GET MY MITTS ON:

....

I RECKON THE MOST POPULAR GAME WILL BE:

....

NAME: ....

ADDRESS: ....

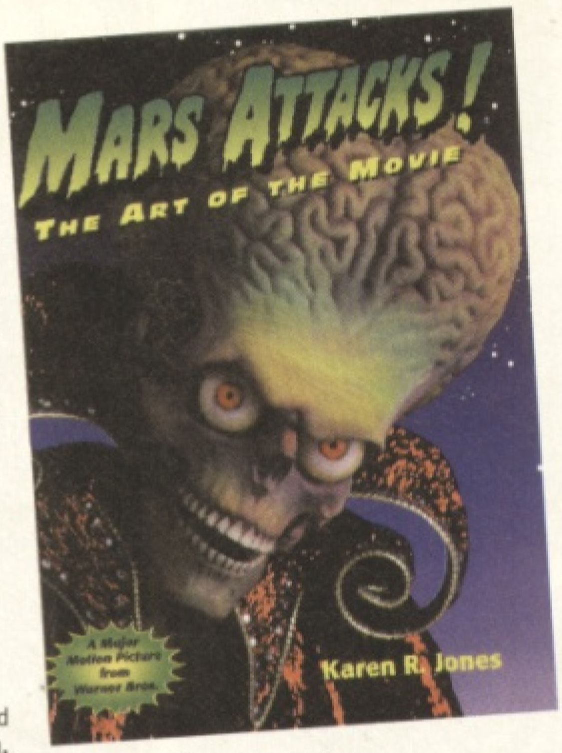
....

Send to: **Readers Chart, MEAN MACHINES SEGA, EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

News

If you've found any cool Internet sites, drop us a line.

COMPETITION!



To tie-in with the imminent release of Tim Burton's new 'flick', Mars Attacks!, our mates at Titan Books produced a spiffing Making Of book. After the big budget thrills of Independence Day, Mars Attacks! may not look like much cop. However, the film is actually a tongue-in-cheek homage to 1950's sci-fi B-movies, and so the $50 million budget has been spent making the film look as cheesy as possible. It also boasts an all-star cast, including Jack Nicholson, Pierce Brosnan, Glenn Close, Michael J. Fox, and even your gran's favourite crooner, Tom Jones. We have three copies of the book, worth £17.99, to give away, so to stand a chance of winning a copy, just answer this simple question.

Which of these three films did Tim Burton NOT direct?
A) Batman
B) Batman Forever
C) The Nightmare Before Christmas

Put your answer on a postcard or sealed down envelope, along with your name and address, and send it to: It's Not Unusual, Mean Machines Sega, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The Fine Print
1) The closing date for entries is 26th February 1997.
2) The competition is not open to employees of EMAP Images Ltd. or Titan Books.
3) The Editor's decision is final.
4) Winners will be picked from the correct entries only.
5) Aliens with big bulgy brain-like heads need not apply.



READERS CHART

So what are you gagging for this month? Fill in the coupon at the bottom of the page to have your say and you might win a prize. This month sees Core's Tomb Raider dominating the top of the charts once more.

1 (4) TOMB RAIDER (EIDOS)
2 (5) WORLDWIDE SOCCER '97 (SEGA)
3 (2) SEGA RALLY (SEGA)
4 (-) VIRTUA COP 2 (SEGA)
5 (3) VIRTUA FIGHTER 2 (SEGA)

SALES CHART: MEGADRIVE

The official Megadrive chart as compiled by Chart-Track. FIFA '97 is still outselling everything.

1 (1) FIFA '97 (EA)
2 (3) PREMIER MANAGER (SEGA)
3 (R) THE LION KING (VIRGIN)
4 (R) COMIX ZONE (SEGA)
5 (2) SONIC 3D (SEGA)

JAPANESE CHART

No surprises here either, as Enemy Zero is still number one in Japan. Sega's big Christmas games are still selling well too.

1. ENEMY ZERO (WARP)
2. VIRTUAL ON (SEGA)
3. TACTICS OGRE (ENIX)
4. MOBILE SUIT GUNDAM GAIDEN II (BANDAI)
5. VIRTUA COP 2 (SEGA)

WARRIORS ON TELLY

Well, kind of. Due out in Japan in March is a Night Warriors (or DarkStalkers, as it's known over there) animated video. No doubt featuring all the characters from Capcom's excellent beat-'em-up, the clips we've seen certainly look to be up to the quality of the Street Fighter V animated series released in Japan a couple of years ago. There seems to be a trend in Japan for anime tie-ins based on popular video games, as Panzer Dragoon, Fatal Fury and Toshinden videos are also available. The Street Fighter anime movie has been one of Manga Video's best sellers, so hopefully it'll only be a matter of time before some of these animated wonders are picked up for release over here.



NIGHT WARRIORS ANIMATED SERIES. AVAILABLE: MARCH (JAPAN).

Hoping to emulate the success of Earthworm Jim, Shiny Entertainment are about to take 32 bit platform games to the next level with Wild 9.

first look

Game Name	Wild Nines
Publisher	Virgin
Developer	Shiny Entertainment
Release	September

Shiny's new console game. We've been gagging for it since our first glimpse at Autumn ECTS. Now with the aid of the Internet, we bring you Wild 9.

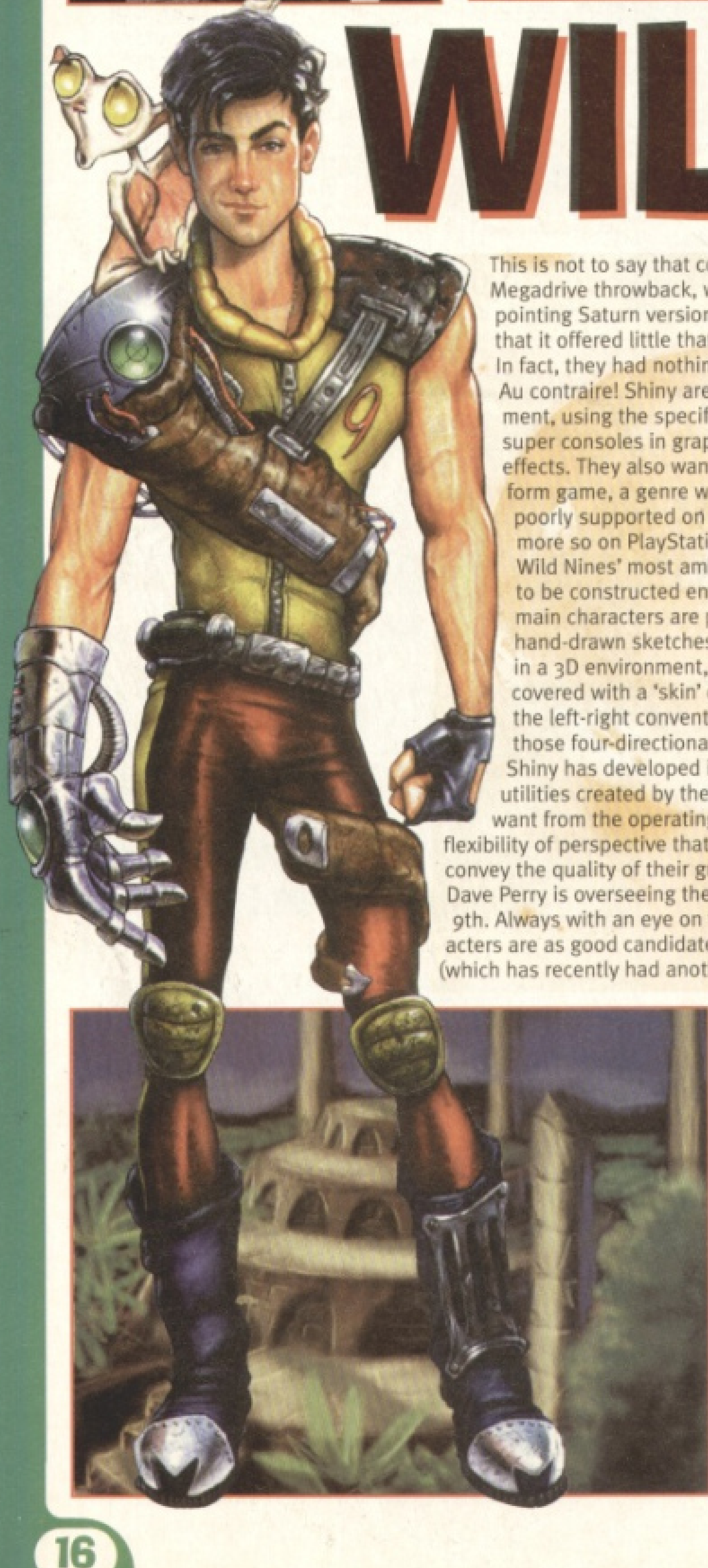






One of the nice things about video game development is how small concerns can wield respect and influence beyond their size. Big is not always beautiful, and the most creative games often come from compact and focussed teams. Shiny Entertainment are still that, despite expanding in the wake of their two 16 bit hits, Earthworm Jim 1 & 2. Although effectively bought by Interplay, they have retained their creative autonomy, and have concentrated on just two projects: MDK, a dark, 3D action adventure for PC, and Wild Nines, a colourful platform adventure for consoles that has the EWJ spirit.

WILD NINES



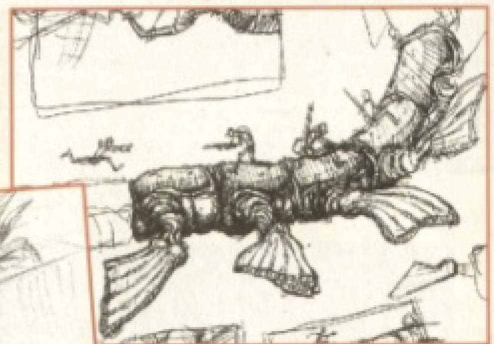
This is not to say that console owners are being palmed off with a Megadrive throwback, which they might have suspected after the disappointing Saturn version of Earthworm Jim — disappointing in the sense that it offered little that Shiny had not already achieved with the original. In fact, they had nothing to do with that product.

Au contraire! Shiny are preparing to push back the boundaries of achievement, using the specific strengths of the super consoles in graphics' handling and effects. They also want to do, loosely, a platform game, a genre which has been very poorly supported on Saturn so far (and even more so on PlayStation).

Wild Nines' most ambitious facet is that it is to be constructed entirely from polygons. The main characters are polygonised from original hand-drawn sketches, and the landscapes are in a 3D environment, a polygon framework covered with a 'skin' of bitmap textures. This will unleash the game from the left-right conventions of games like Clockwork Knight, and even those four-directional ones of Bug!

Shiny has developed its own tools (tools are customised programming utilities created by the team allowing them to get the kind of results they want from the operating system) for this task — balancing the speed and flexibility of perspective that polygons offer, with the level of detail they need to convey the quality of their graphic artists.

Dave Perry is overseeing the project, which is now scheduled for September 9th. Always with an eye on the main chance, Dave thinks his cavalcade of characters are as good candidates for cartoon and toy stardom as Earthworm Jim (which has recently had another series of animated shows commissioned).





Initial sketches enable Shiny's artists to visualise evey element of the game.



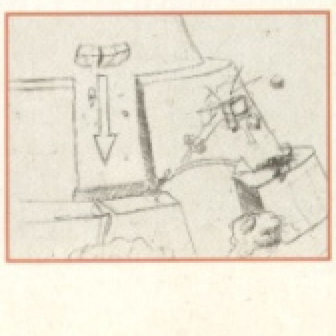
INTRODUCING THE NINE:

Why should we paraphrase what others have lovingly crafted: here's Shiny's story behind Wild Nines verbatim:



THE STORY THUS FAR...

The Wild Nines is the story of Wex, our hero!!! A 21st Century Earthling, lost in the Annapolis Cluster in the midst of a galactic war. Fate has brought him together with eight ragtag teenagers whose families have been destroyed by Karn and his tyrannical organisation known as Domination.



Our tale takes place in the Annapolis Cluster; a spherical entity composed of thousands of inter-connected planets, with six suns in full rotation. The Cluster (as it is known to its inhabitants) has played host to a galactic war between Karn and anyone foolish enough to stand in his way. Karn can be best described as an enormous 376-year old face (measuring the size of two football fields) mounted on the ceiling of his palace headquarters, on the outer perimeter of the Cluster.

Cyberkinetically connected to Karn is a monstrous gun known as the Zero Cannon, which is shooting everything within a 500-mile radius of the palace. This, in effect, has created a large crater in the Cluster that is lined with an array of space debris shot out of the sky.







As if this weren't bad enough, Karn's army, lead by Colonel Curtz has been slowly and systematically destroying the Cluster; "charring" planets and leaving them in ruins. The eight teenagers allied with Wex have all had their homes and families obliterated by Karn's iron-fisted rule. They all managed to escape this destruction and have eventually found each other. They have asked Wex to lead them in their quest to defend the rest of the Cluster against the tyranny of Karn and Domination. Wex hesitantly agreed, but did so based solely on the condition that once he could find a way back to Earth, he would leave them....



Shiny's artists actually modelled a 3D Wex sculpture.



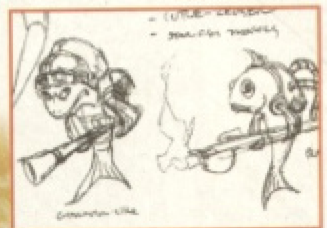
WEX'S STORY

So what is a hot-shot, speed demon like Wex doing in a nasty place like this anyway? Well... The year is 2072. The World Aeronautic Space Alliance (WASA) has lead Earth in conquering all nine (...no pun intended) planets in the known solar system. WASA's chief exploratory astronaut, Major John Major, has been chosen to take his family, composed of his wife Jane and their teenage son Wex, on a 25-year fact-finding mission in search of life beyond the Milky Way.

When the Majors' vessel had reached the end of the galaxy, they were hurtled into a world unknown to them. Suddenly, and without warning, their ship was under brutal attack by what appeared to be uniformed alien creatures. To save their son, John Major pushed Wex into an escape vessel, and then hit the "eject" button. Wex slid away screaming, with the vision of his mother and father being attacked to haunt him for the rest of his life...







WELCOME TO "THE CLUSTER"

Wex looked around only to see a terrain that can be described as "dead"; filled with charred space junk and a devastated geology. Instead of a sky overhead, there was a multitude of various sized planets, all connected with cylindrical pieces of land. Wex had no choice but to explore the surface to find safety and hopefully a way back to Earth. Hidden in the middle of all the space junk covering the planet surface, Wex came across an odd shaped device with a metallic glove lying next to it. Curious, he tried on the glove and pointed at a nearby rock......... BLAM!!!!! A blast came from the metal Rig on the ground, blowing the rock into tiny pieces. Cool! Wex began leaping about, firing at all that surrounded him. During this, Wex realised that if he used different hand positions, various types of blasts would come from the Rig, including light beams, rapid fire shots, energy beams etc...







Wex awkwardly placed the Rig on his right shoulder and put both hands together, creating the biggest blast of all. Wex was knocked back ten feet, and when he landed a small creature named B'Angus (with a silent "B") emerged from the rig, coughing and sputtering. Wex asked the bat-dog creature what he was doing in the Rig, and the mute B'Angus mimed the story of how he was being pursued by the notorious Black Sheep, who mistakenly held B'Angus responsible for his ship being shot out of the sky. It turned out that the only safe refuge in the world for B'Angus was this indestructible Rig, now worn by Wex. A mutually beneficial relationship and lifelong friendship was created. So begins Wild Nines...





ENTER THE WILD NINES

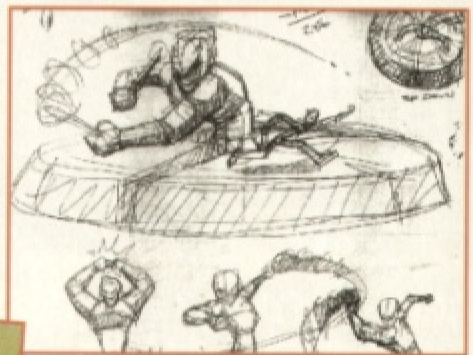
In his travels with B'Angus, Wex came across a hut-like building embedded in a mountain with explosions and screams emanating from inside. The two went for a closer look. When they got to a window, they witnessed a battle between eight teenage "aliens" and a far larger group of soldiers greatly resembling the ones that had attacked his ship months before. Wex, out of sheer revenge, pole-vaulted through a window and into the middle of the building. He immediately began using the Glove and Rig to blow all of the soldiers away. The eight had found their leader. Thus the creation of a team of nine renegade teenagers wild enough to take on an entire galactic army.....











THE WILD NINES

MEAN MACHINES conducted an interview with Dave Perry and Tom Tanaka, Wild 9's Lead Designer, via E-mail:

1. How is Wild Nines not going to be 'just another platform game'?
Amazing animation, living worlds and advanced weapons. The "jumpy - kill things with your bottom" days are over.

2. Will there be other player characters apart from Wex? If yes, will they have individual attributes?
Yep, we are working on a TV show at the moment. There are currently 24 Wild 9's characters. We are trying to get as many as possible into the game.





3. How have you constructed the 3D world for W9? Is it 3D in the sense of NiGHTS and Crash Bandicoot, or do you have complete freedom?
It changes as the need arises. Joypads are 2D and so when you want to really kick some butt, we fix the control to suit the Joypad. If you are in an area that does not require firing, then you get the free dom. Basically we are trying to take away the frustration that 2D Joypads give you in a 3D world.





The female members of Wild 9. Hubba-hubba!

4. If it's all polygons, how will you get the level of detail of your sprite games?
It is all Polygons, we use shading and detailed texturing to keep the level of detail as high as possible. The character quality will come from the shape (well designed models), movement (fluid animation) and detail (beautiful texture maps).

5. Earthworm Jim 2 had lots of different game style, like the Zaxxon section and the Peter Puppy rounds. Is this something to be found in Wild 9?
Yes, that is our trademark, you will see this happening in MDK as well. We think it is more fun when playing a game to have something new and interesting in the next level. If every level is EXACTLY the same engine then the game gets boring quickly. Driving games suffer from this really heavily as the development teams think that just changing the track is enough to keep people playing. The real trick is to also change the PLAY.

There will be new game twists and turns to please the player, but not so many as to alienate the player from the game i.e. going from a platform game to Tetris.

6. Are you creating rendered sequences or is there some other way of telling the story? (We know you hate FMV)
100% Gameplay. If we do any rendered sequences it will be for our logos or to say "Well Done!" Because Wild Nines has a lot of story attached, we feel forced to do some video. I am not being stupid about it, I just believe the gameplay deserves that time rather than following convention.

FMV is an option for story telling, but we are working on other alternatives that are just as "plot informative" and less uninteractive as FMV is notorious for.

7. Tell us about some of the planetary locations for the game. How many levels - are they sequential or selectable?
There are going to be around 8-10 levels. They take place in COMPLETELY different environments. The planetary system that you are living in is actually a cluster of planets joined (a bit like the balls of a molecule with the bonds connecting them). This means you can go from any planet to any planet yet the culture is very diverse.

Some of the worlds in which the Wild Nines live in are distorted mirrors of our own reality; enough of the familiar to bring the player into their world, enough weirdness to make them realise they're only visiting.



8. Your games have a reputation for being 'goofy'. Is W9 going to be SERIOUS?
Yes very serious, but with cows.

9. We've heard about this new



wonder weapon called 'The Rig'. Could you expound its powers to us?
A brilliant piece of unexplained alien technology. The RIG is basically a "Matter to Energy to Matter Emulator". A material sample is "fed" into the RIG which in turn fires a beam of energy at a target making that target take on the characteristics of the "sample" material.

i.e. If a bowling ball is fed into the RIG, the energy beam then fired would cause the target (enemy soldier) to swell into a spherical shape and become rigid, a giant bowling ball. It then can be pushed, rolling over other enemies or even through brick walls. The effect of the beam however only lasts 10 seconds.

It can also torture your enemy which we expect many developers to copy.

10. We think EWJ2 was a bit easy. Is W9 designed to be harder? What comments about your EWJ games helped you when making W9?
Wild 9's will be paced so that the enemies' intelligence will watch your play style and adjust accordingly.

11. Are there any features to make you replay the game once you've completed it?
There is more then one goal within each game level. Each world has a number of tasks to do, but not all of them need to be explored before the player is allowed to move on to the next world. The trick is, can you solve them all?

12. What's been the most A) rewarding, B) frustrating aspect of working with the 32 bit consoles?
A) The ability to visually, and (hopefully) gameplay-wise to do more then what we were confined to in the 16 bit machines.

B) Starting from scratch. A new engine, new software to learn, new tools to write and so on. Getting that same rhythm of development we had in the 16 bit days will take a while to nail down.

13. Are console owners going to see your game and go 'wow'! Or is the element of visual impact not so important to you?
Beat the dust off your WOW! meter.

14. What's the nicest thing you have to say about the Saturn?
It's a very flexible machine, like it's predecessor the Genesis/Megadrive. You've just got to dive down into it's guts and dig around to make that machine sing.

I have been waiting for years to be able to play arcade games at home. The Saturn is finally making that dream come true.

15. Where do you get your excellent artists?
They find us through the WWW.SHINY.COM website. The most talented are usually the most frustrated, Shiny gives them a chance to really prove their ability unhindered.

16. What feature of the game in development is most pleasing to you currently?
The look, the feel and the weapon.

17. When do you think it will be finished?
When we think it is perfect. Which is late Summer '97.

18. Do you not consider a conversion of MDK for consoles too?
A team called Neversoft is converting MDK to PlayStation right now.



DRAWING ON INSPIRATION

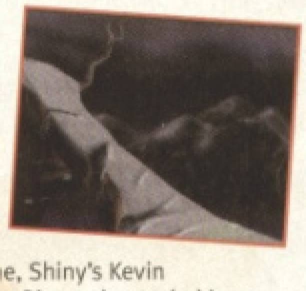


Shiny have a high percentage of artists and animators on their staff, and the background of many is cartoons and animation: a style that suits Wild Nines perfectly. The level of their output is incredible, compared to most developers, who seem unable to dredge up a couple of pieces of artwork for features such as these, and who draw their characters directly on computer using 3D packages. Shiny go through a process of sketching characters, doing full-size colour illustrations and then adapting these on the computer. This way, you get a much more vibrant idea of the character's 'life'. Also, Shiny tend to spend as much time developing enemy characters, weird and wonderful, who have as much a life as the good guys. It's this attention to detail for all aspects of the game world that Shiny think lead a game to be loved by its players.





TICKLE IT YOU RIGGERS



The biggest 'star' of the game is not, on balance, Wex, its youthful hero. It's actually his weapon, dubbed 'The Rig'. When Shiny first gave out information on the game, Shiny's Kevin Munroe enthused about the idea behind The Rig, and revealed how important it was. Shiny realised a lot of the popularity about the EWJ games stemmed from the cool weaponry, and how instinctive it was to target and use. They wanted an equally responsive weapon for Wild Nines, with as much variety as the different weapons in EWJ. The Rig wraps around Wex's body and derives its abilities from the foes Wex faces. Aimed at the enemy, it will create a weapon that responds to the essence of that foe. You'll appreciate the variety and unpredictability that will come from this, as players have to learn the tactics of each possible form, and also adapt to changes as they play. Also appreciate the time that has to go into developing graphics and mechanics for alf these weapons and integrating them within the memory restrictions.

THE SHINY STORY

1990: PROBE
Dave Perry started as a programmer at Fergus McGovern's Croydon software house when it was THE place to do arcade conversions. There he worked on:

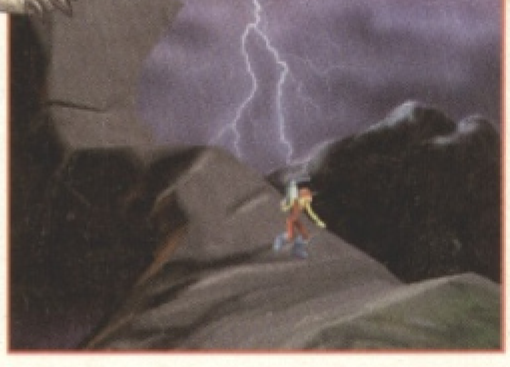
1992: VIRGIN
His move to Virgin's UK development team produced Mick and Mack: Global Gladiators, a nippy platformer that sowed the seeds of his celebrity. After that came Aladdin, a huge hit made with what became known as the 'Dave Perry platform engine'. After that came a move to Virgin's California base for Cool Spot.

1993: SHINY
Dave leaves Virgin suddenly, part way through Jungle Book, another Disney platform license. He takes a sizable share of the staff too, and they form Shiny. The put everything on the line to spend a year developing Dave's own character, Earthworm Jim.

1994 FAME!
Earthworm Jim is a huge critical success, and a huge hit in the States. Shiny are persuaded to do a sequel for 16 bit consoles but are already looking to the next generation. Shiny are bought by Interplay, Dave wangles worldwide toy and TV show deals for Earthworm Jim.









FIRST LOOK

Capcom's much-rumoured Street Fighter sequel takes centre stage this month but make sure you also check out our exclusive Swagman preview!

first look

Game Name	Street Fighter III
Publisher	Capcom
Developer	Capcom
Release	Out Now (Japan)





RYU

Ryu still seeks the true essence of fighting. Partly because of his tough, honour-bound personality and non-stop training in the fighting world, over the years his conduct has deteriorated and become streamlined for only one thing: the fight. He uses a base of karate augmented with original techniques. Unlike Ken, who favours gaudy attacks, Ryu uses basic, to-the-point moves. Since his one-time best friend became a father, their relationship has grown cold. Ryu's two new Supers are called Shin Shoryuken (or True Shoryuken) and Raijin Hadoken (Electric Blade Hadoken).

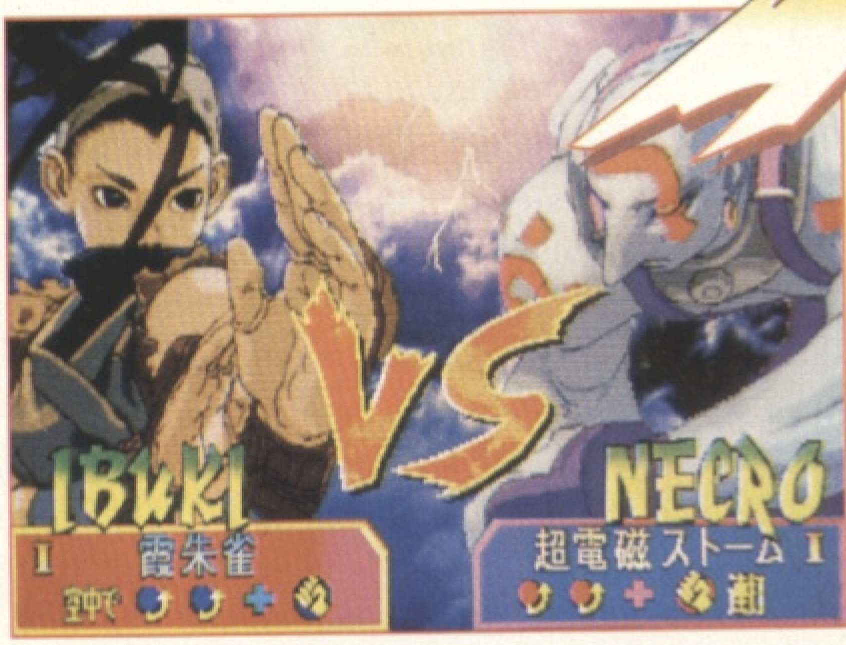


It's been Streetfighter II this and that since we were just young lads down pit. After years of waiting Capcom make the big number jump: now we are three!



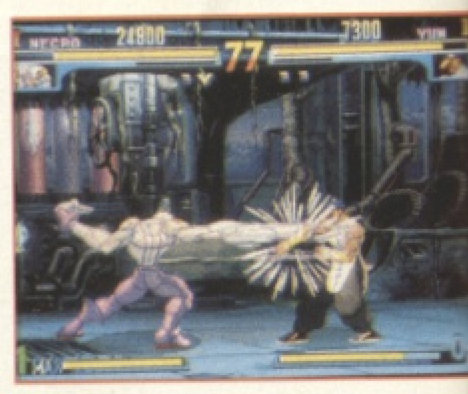
CAPCOM FINALLY UNVEILS STREET FIGHTER III!

It's the fighting game that beat-'em-up fans have been losing countless sleepless nights over. It's a make-or-break title for Capcom. It's the ultimate one-on-one combat experience and it's almost here! Yes folks, after four long years of research, development and programming, Capcom has at last revealed details and screenshots of its next major project, the oft delayed Street Fighter III. It's a testament to the power of Capcom's finely honed game engine and the playability of the Street Fighter series that has kept fans contented for the past few years. When Street Fighter II set the standard for future fighting games and reinvented the beat-'em-up genre way back in 1991 no one could possibly have expected just how popular the series would be or how long it would run for. Now, after the highs (Street Fighter Zero 2) and the lows (Street Fighter: The Movie), Capcom is once again about to reinvent its most prolific video games licence.









ALL NEW CHARACTERS!



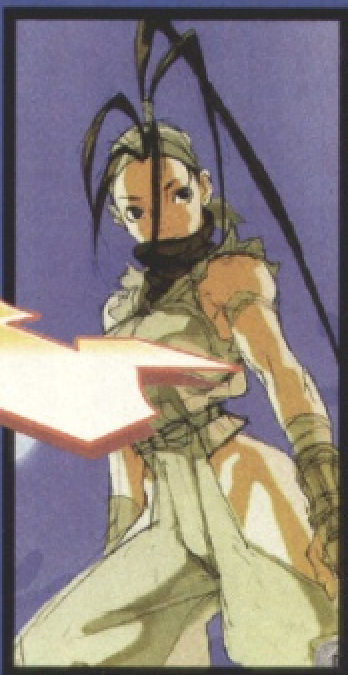
Although we've managed to get our hands on more than enough information to fill this three page feature (look for more exclusive SFIII info in future issues), Capcom is still shrouding the Street Fighter III project in secrecy. What we have discovered though is simply mind-blowing and so we'll begin with a look at the ten fighting faces accessible from SFIII's awesome character selection screen. It's interesting to note that only the Shotokan karate masters, Ryu and Ken, have made the transition from Street Fighter Zero 2 to this superb sequel. The other eight characters are an eclectic mix of inexperienced fighters, tough bruisers and two of the oddest creatures to ever grace an arcade cabinet. We're still in the dark as far as bosses go, hopefully we'll see Vega replaced by someone even meaner, but the possibility of familiar faces such as Sagat and M. Bison making an appearance seems slim considering the 'wipe the slate clean' tactics of the Capcom SFIII team. On the other hand, secret characters are an established part of most beat-'em-ups these days so perhaps Gouki (Akuma) or another new face may be lurking within the game.





IBUKI

Ibuki is a young high school girl who lives in a tiny village in the mountains. The village she lives in is in fact a secret shinobi training facility which has been active from the Sengoku (Warring States) Period until the present day. Consequently, Ibuki has been trained in the true ninja arts along with her friends since primary school. Ibuki uses traditional, fast, and precise Japanese ninja techniques. Even though she's an intensely-trained ninja, she's still a normal high-school girl who loves Japanese singing idols.



ELENA

Elena is a young girl from the sweeping savannas of North Africa. She actually went to school in France, so she's well-cultured in the ways of the world. She fights using a unique technique called Capoeira, and she only uses her legs – there's not one punch in her repertoire. Her special moves include the uppercut-like Scratch Wheel, the two-hit Rhino Horn, and the overhead Mallet Smash. Her Super Arts (see next page) are the repeated-attack, Brave Dance, the Spinning Beat, and a Super that actually refills her life bar called Healing. Elena also wears the smallest costume we've seen!



KEN

Ken now lives on the west coast of the United States with his wife Eliza and their three-year-old son, Mel. With his newfound family life he is extremely busy, but he promised Eliza he would enter a new fighting tournament with Ryu in order to renew their friendship. Even though he now has a family, Ken's burning spirit has not been quelled. Using his trademark flashy techniques and experience from long years of sparring with Ryu, Ken reenters the fight. Only one of Ken's Supers has been revealed so far, Shippu Jinrai Kyaku (or Gale Lightning Kick). Expect a Dragon Punch varient.





BASIC GAMEPLAY DETAILS

Although Street Fighter III will be a radical departure, in terms of both characters and content, players will still recognise such basic gameplay elements as energy bars, best of two rounds combat, special moves and Super meters. Players select from one of ten World Warriors (Ryu and Ken are the only characters to return for this sequel) and battle against each other in a variety of exotic global locations. Using a series of punches, kicks, projectile attacks and individual fighting techniques, players attempt to defeat their opponent within a set time limit. Of course these beat-'em-up rules have been carved in stone for years now but the fact that Capcom has produced nine sequels and inspired numerous others says something for the high quality of its game engine.

















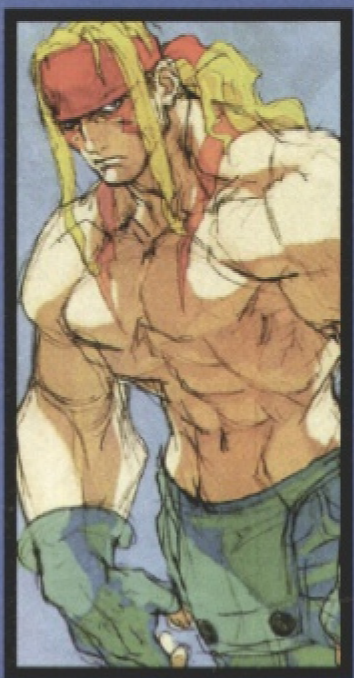




ALEX

Alex is a youthful, hot-blooded fighter from Manhattan. As a very young boy, his parents were killed. His father's close friend Tom took him in, acting as a surrogate parent. Tom, once the leading army martial arts instructor but now retired, trained Alex day after day with military martial arts techniques. One day, however, Tom is defeated by a mysterious man. Feeling the blood of the fighter bubbling up within him, Alex leaves on a journey to find the unknown man.

Alex uses his supreme speed and strength to defeat opponents. He uses grabs, holds and throws as well as powerful punches.



DUDLEY

Dudley's father achieved fame as an athlete in British sports. His father wanted to mould his son in his image and, as a child, Dudley had no freedom. During Dudley's university years, his father's fame finally slipped, and the money ran dry. Now Dudley has become a pro heavyweight boxer, and has regained his family's former livelihood. As a subscriber to the boastful dandy ethic, he always aims for perfection. Although he's small for a heavyweight boxer, he makes up for it with speed and technique.

He has an E. Honda-style hundred-hands type move, the Jet Upper, and his Super Art is similar to Ken's Shoryu Reppa.



YUN & YAN

Yun and Yan are twin dragons, originally from Hong Kong, that use Chinese Kempo. Their parents separated when they were young, and they now live at their grandparents'. They are considered to be town leaders, always ready to protect their part of Shanghai. Yun, the older brother, has sharp intuition and is cheerful, active, and hot-blooded. Yan on the other hand, is insightful, calm, cool and collected.

Using the Chinese Kempo they learned from their grandparents, Yun & Yan fight with speedy, pinpoint attacks. Apparently, if you play a Yun Vs Yun match, one of you will play as Yan.



SEAN

Sean, Ken's student, is a half-Japanese, half-Latino from Brazil. He fights using a very rough Shotokan style, and has not yet been able to perform the Hadoken, Shoryuken, or Tatsumaki Sempuukyaku. Instead, he uses his own mix of street fighting techniques, such as his patented Sean Tackle and Tornado, mixed with ultra low-level Shotokan moves like the Ryubikyaku. His Supers include pathetic versions of the Hadoken and Shoryuken, the Hado Burst and Shoryu Cannon, and a souped-up Tornado, the Hyper Tornado. Sean could be a popular character with Ken/Ryu-style arcade fighters.



NEW MOVES

Both Street Fighter Alpha 1 & 2 established Alpha Counters as a new form of blocking and, if performed correctly, players would block an opponent's incoming attack and counter it with a special move of their own. Our sources now inform us that in Street Fighter III, Alpha Counters have been completely discarded in favour of a brand new blocking system. Details are still sketchy at the moment but we're led to believe that this system will enable players to counter high, low and jumping attacks then respond with an energy draining attack. It's even possible for players to reverse special moves and Super Arts!



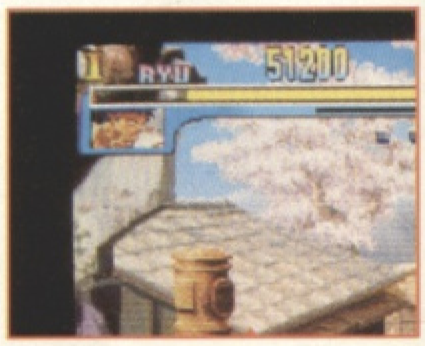












SUPER ARTS





You'll have noticed that this article makes reference to characters having "Super Arts". These are essentially a player's Super moves, performed when a character's Super meter has reached a certain level. Each fighter actually has three Super Arts although only one of these can be selected from a menu which appears once you've chosen your world warrior. When you perform a Super Art, the background will warp and there will be a burst of colourful animation usually followed by your opponent flying across the screen in agony. Discovering each character's Super Art should prove to be one of the major challenges when Street Fighter III is released over here in early March.



NEXT MONTH

According to our contacts in Japan, a virtually complete version of Street Fighter III went on test at the Chateau EX arcade in Osaka on December 20th 1996. Capcom is keen to gauge player response and will only release the finished game when it's perfect. Once we've has some real hands-on experience with the finished game we'll bring you an updated preview bursting with the latest information on Capcom's phenomenal beat-'em-up sequel!

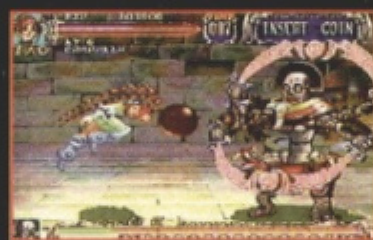




STATE OF THE ART



Street Fighter III will be the second Capcom game to utilise the company's brand-spanking new CP-System III arcade board. First seen strutting its spectacular stuff with the fantasy beat-'em-up, War-Zard, CP-System III is the perfect showcase for the latest in the Street Fighter series. Due to the high specs of its hardware, SFIII will feature multiple layers of parallax scrolling, transparencies, backgrounds changing from night to day and some of the smoothest animation ever seen in a video game. In fact our sources tell us that the animation in SFIII is as fluid as anything Disney has produced in recent years! The other notable feature of this improved coin-op hardware is the fact that certain game elements, such as background music, are loaded straight from CD providing crystal clear tunes to accompany your on-screen mauling. We've also discovered that each character has six costume colours, there are multiple levels to some sections (similar to certain stages in X-Men), players can now 'dash' toward their opponent and there's all-new Capcom artwork to drool over when players win or lose a match.



















ORO

Oro is a bizarre 140-year-old hermit who lives in the wilds of the Amazon jungle. Though he has Japanese-style moves, his past is shrouded in mystery. He feels his time is drawing near and he has to find a pupil soon. He also thinks he is too powerful to fight with normal humans though, so he binds one arm. His moves are Nichirinsho, a projectile, Oniyanma, an uppercut, and Jinchuwatari, a kick move. His Supers include Kijinriki, a throw Super, Tenguishi, a Super in which he affixes a heavy stone to you, and Yagyodama, a super fireball.



NECRO

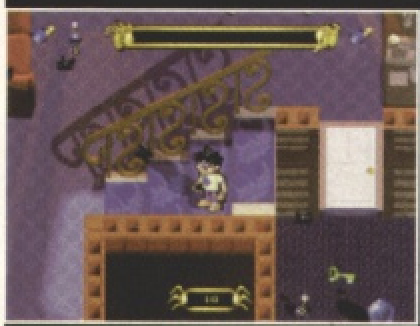
Necro is a genetically "enhanced" cyborg from Russia, who was experimented on by a mystery-man named "Gil." Now he wants only revenge (it's even possible that Gil will be a boss character). He has stretchy limbs like Dhalsim, and his specials include a long-range throw called Snake Fang, an Electric Blast, the Tornado Hook and the Flying Viper. His Super Arts are a throw called Slamdance, the Electric Snake, and the Ultra Electric Storm. Necro should prove to be popular with players as he's a truly unique character with some cool, flashy moves.



first look

Game Name	Swagman
Publisher	Eidos
Developer	Core
Release	March







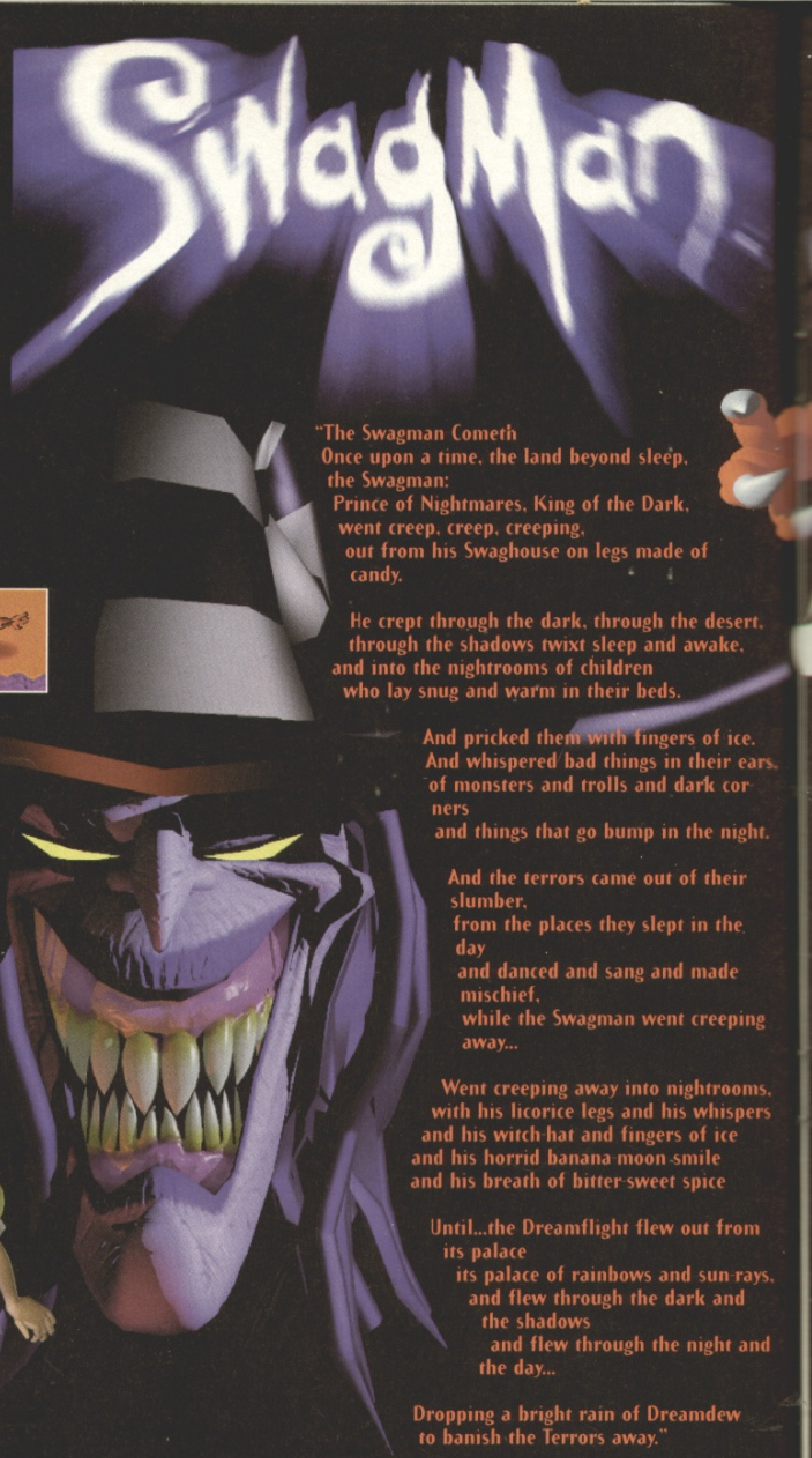








SwagMan



"The Swagman Cometh
Once upon a time, the land beyond sleep,
the Swagman:
Prince of Nightmares, King of the Dark,
went creep, creep, creeping,
out from his Swaghouse on legs made of
candy.

He crept through the dark, through the desert,
through the shadows twixt sleep and awake,
and into the nightrooms of children
who lay snug and warm in their beds.

And pricked them with fingers of ice.
And whispered bad things in their ears,
of monsters and trolls and dark cor-
ners
and things that go bump in the night.

And the terrors came out of their
slumber,
from the places they slept in the
day
and danced and sang and made
mischief,
while the Swagman went creeping
away...

Went creeping away into nightrooms,
with his licorice legs and his whispers
and his witch-hat and fingers of ice
and his horrid banana-moon-smile
and his breath of bitter-sweet spice

Until...the Dreamflight flew out from
its palace
its palace of rainbows and sun-rays,
and flew through the dark and
the shadows
and flew through the night and
the day...

Dropping a bright rain of Dreamdew
to banish the Terrors away."

Could this be the Nightmare after Christmas?



Okay, so it's not exactly Wordsworth, but you get the idea behind Core's latest Saturn production, Swagman. And what a mammoth production it's been, with development lasting a whopping three years, whilst the likes of Thunderhawk 2 and Tomb Raider have rolled out with the minimum of fuss. Every developer has one constipated project and Swagman has been Core's.











The main programmer, Chris Long, has been quick to point out that it all comes down to the massive scale of the project: a game that turns out to be as huge as Swagman is naturally going to take some time. Chris, and game designer, Richard Morton set out on the project with the dark visual inspirations of such Tim Burton movies as Beetlejuice and The Nightmare Before Christmas, and respect for forced-perspective RPGs, notably the classic Nintendo Zelda series of games.

The other influence they cite is a 16 bit Konami title called Zombies, which unfortunately was more of a critical than commercial success. They liked the humour and fast-paced playability of Zombies, whilst admiring the depth and progression offered by Zelda. Three years later, after facing the difficulties of creating their own level editor to handle an overhead viewed adventure, and seeing the barrage of 3D exercises in FX on the 32 bit consoles ("nice demos, no gameplay"), they are still fans of 2D games.

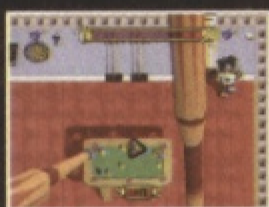
ONCE MORE INTO DREAMS



Are you reading comfortably? Then I'll begin. Once there were two children, Zack and Hannah, who lived with their parents in a town called Paradise Falls. Now, Zack and Hannah, like all girls and boys would occasionally have bad dreams. These happen when the Swagman comes to visit. But always, the dreamflies would come and sprinkle dreamdew, and the bad dreams would vanish. But one night, the Swagman sent out his terrors to capture the dreamflight, so he could give all the world's children bad dreams which would never go away. But Zack and Hannah were there to stop...

Woah, Silver! Isn't this also the plot for Sega's NiGHTS? Almost. The Swagman team seem slightly embarrassed by the coincidences between the two game plots: "When NiGHTS first appeared we couldn't believe it", relates Richard.

Despite the plot similarities, the game's share little in common. In fact, they don't care much for Sega's effort. "I thought it's a lovely demo for Saturn, it looks beautiful. But when I played, I thought there was nothing to the gameplay", says Richard.









THE MIRROR HAS TWO FACES



Swagman is set in two main areas: the realworld and the dreamworld. These in turn, are sub-divided into 16 main areas (each with their own background graphics set), using flick-screen and scrolling to create a map of hundreds of screens. These levels are mapped into a series of sequential episodes, with the two characters finding a captured dreamfly in each one, as well as additional powers allowing them to progress further in the game. The hub of the early part of the adventure is Zack and Hannah's house: the game starts in their bedroom. Using mirrors in their house to warp to successive areas, they eventually acquire the power to enter the Terrortries — Swagman's hideous homeland. There they assume the form of a Dreambeast: a slightly more daunting form than that of a schoolchild: which has new destructive powers. The game is structured so that gradually more time is spent in the harder Terrortries levels as you progress. The house in Paradise Falls has its dreamworld 'twin' in the form of the Swaghouse. Which acts as a hub for the latter part of the game.





Just some of the nightmare creatures dreamt up by the Swagman team.



THE PERFECT BLENDSHIP

Playing with two kids is an important aspect of the game. Both characters share some abilities, but have others exclusive to themselves. Also, players will be called upon to make them act co-operatively: using each other as a platform, or a weight on pressure pads. ZACK can find his super sneakers allowing him to run faster and jump further. He also has a frisbee which works like a homing weapon. He can also use a special energy-draining M8o bomb.





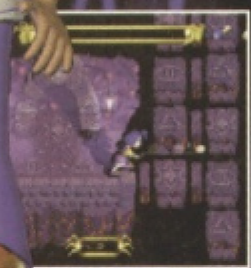
HANNAH has a useful yo-yo which can be employed as a weapon or an extension of her arm for out of reach objects. Her pet can also hunt in holes for special items. She teams up with a ghostly friend at specific points of the adventure where they temporarily switch bodies, this drains dreamdew.

HELP ME MAKE IT THROUGH THE NIGHT





Game structure has occupied the team's mind throughout the project, as the main challenge in creating a large adventure is keeping it fresh and the player engaged. The approach they have taken is to have several parallel tasks which run through the adventure in additional to the use of logic puzzles, solved by finding and using objects. One of these tasks is the location of Zack's scattered bug collection. His bugs are able to perform various tricks, (eg. gap-bridging) and some levels will require you to locate a certain number of bugs for a particular trick. The second task is finding dreamdew — a good energy source emanating from the Dreamflies. As they are captured, the kids must find alternative sources to power their 'Special Things'. The last aspect is player 'health', represented by 'Zeds'. This novel form of health bar is replenished by finding sleeping people and standing in the path of their 'z' animations.















If you're a fan of spooks, spectres and scary sounds then Core's forthcoming Swagman should send a shiver up your spine!

BY THE PRICKING OF MY THUMBS



Dozens of enemies have been designed to thwart the sprogs in their bid to reach the boss creature for each zone. Each has been lovingly rendered on Silicon Graphics machines, but the sprite monsters have a hand drawn, not digital feel. Inspired in many ways by the dark, fantasy style of Tim Burton's films, (particularly his stop-motion animated feature, The Nightmare before Christmas), the creatures are lurid and freakish rather than gory. Certain stalwarts, like the red and green Skallywags populate the whole game, and each level has its own custom terrors, fitting in with the environment, the Jawcrash and Toothface of Demon Dentist's surgery, for instance. The two player characters have gone through a few major revisions from the sketch phase, to get them to look right, and fit within the confines of the game engine. Other hostile features have been added, like the polygonised pool cues found in the level one house. The occasional polygon effect breaks up the two-dimensionality of the game. With hindsight, the team think the enterprise would have been easier using a total polygon engine system, like Gremlin's Loaded. But that would have undoubtedly diluted the lavish detail of the high resolution backdrops.







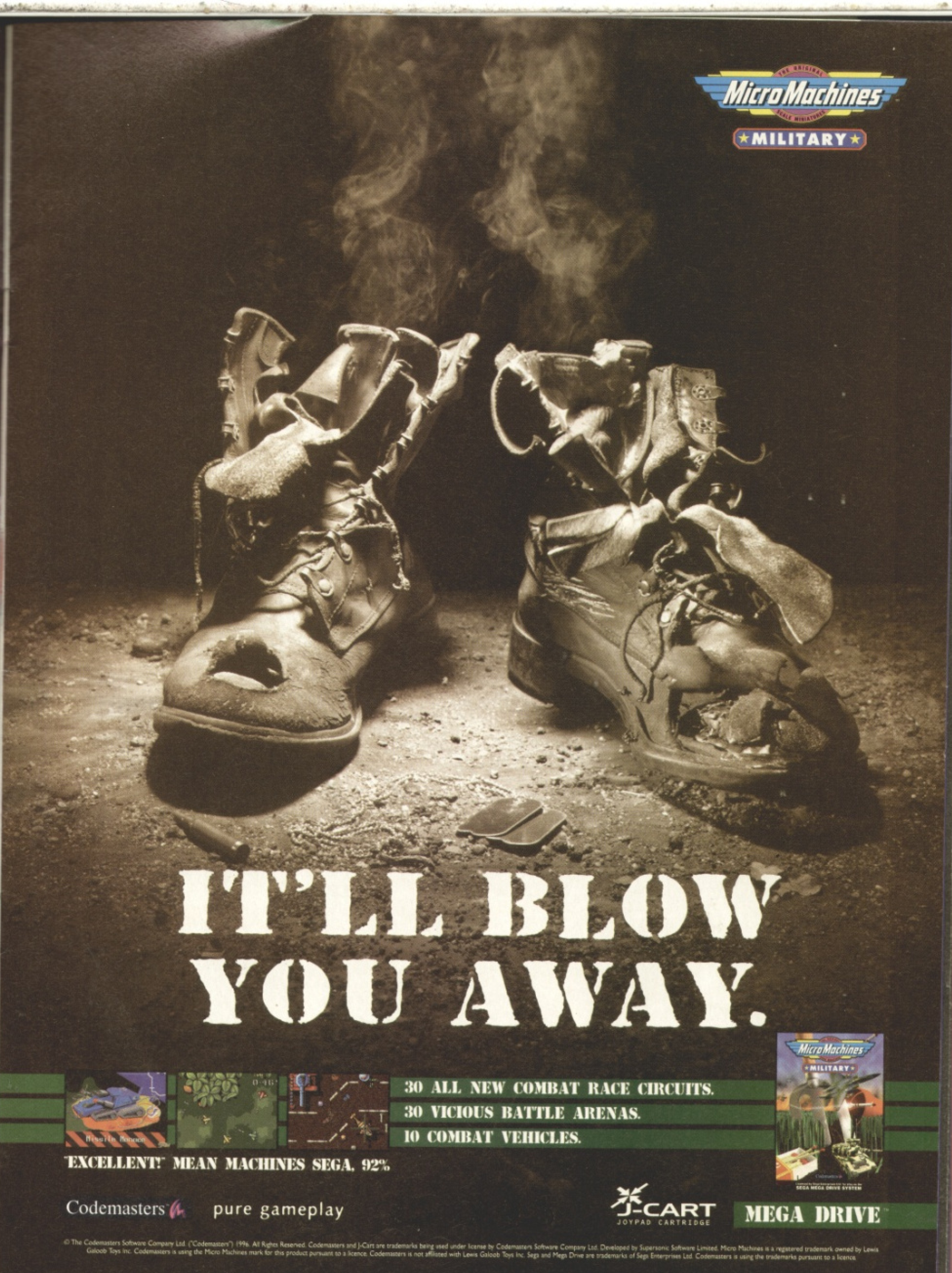


THINGS THAT GO BUMP IN THE NIGHT





Fans of Tomb Raider's music will be intrigued that its composer, Nathan McCree, is now scoring Swagman. All but four tracks are composed, and those we heard are dreamy, spooky and orchestrally rich. They really suit the pace and atmosphere of the game. The final tracks yet to be composed are going to be faster and more intense, says Nathan, to build the player up for the final confrontation. Sound FX are being handled by Martin Iveson, who wrote the score for Shellshock and Thunderhawk 2. The idea of sampled speech for the characters had to be dropped, as memory was too limited to record the game's huge amount of text in English, French, German and Japanese.


Micro Machines
MILITARY
IT'LL BLOW YOU AWAY.
30 ALL NEW COMBAT RACE CIRCUITS.
30 VICIOUS BATTLE ARENAS.
10 COMBAT VEHICLES.
"EXCELLENT!" MEAN MACHINES SEGA, 92%
Codemasters
pure gameplay
J-CART
JOYPAD CARTRIDGE
MEGA DRIVE
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Despite being the most miserable time of the year, it's bright in the review section with big features on a host of top, varied games. And Doom...

review

Game Name	Soviet Strike		
Publisher	Electronic arts		
Release	February	Price	£44.99
Game Style	Shoot-'em-up		
Import? ✗	Linkplay? ✗	Players	1
Control	Joypad		
Background	EA's biggest license adapted for the power of a 32 bits.		

When the hammer and sickle toppled off the Kremlin, history was supposed to have ended. Somebody forgot to tell the madmen.





The truth is, as long as there are parades and big hats, there will be a queue of thugs and lunatics wanting to be master of the world. The Strike team have seen it before; in the Gulf, the jungle, even America. The scene is now Russia, destabilised by the last decade's political turmoil. The amount of old Soviet weaponry lying around, and the abundance of laxly secured nukes makes it the ideal flashpoint for a global conflagration that could lead to world war. Strike anticipate this. You have been posted to the region on a five campaign tour of duty. On the ground intelligence is being supplied by Andrea Grey, a hard-as-nails Strike Agent posing as a news reporter.

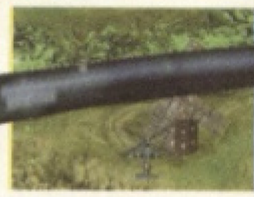






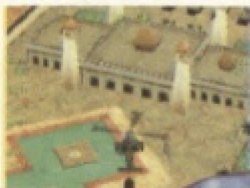
















ON-LINE

Your intelligence facilities have improved greatly since the days of Desert Strike. As well as a strategic map, detailing all friendly and enemy positions and pick-ups, you can download audio-visual on just about every aspect of the mission; background, details of weaponry, advice on how to tackle your objectives. This is a live operation — in addition to your files, you will receive video or radio transmissions as you proceed, alerting you to any change of plan or discovery. It's your choice whether to act on these.





SOVIET STRIKE

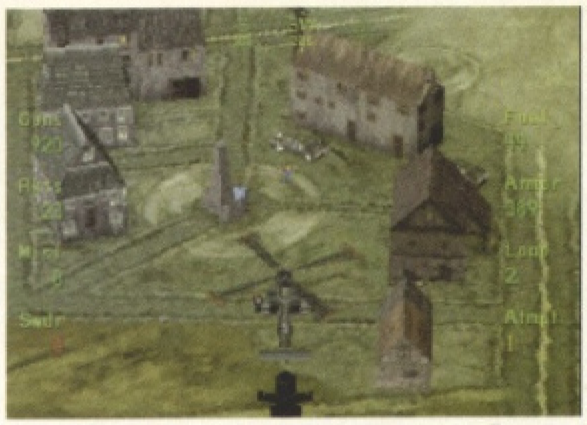
OUR MAN IN THE FIELD

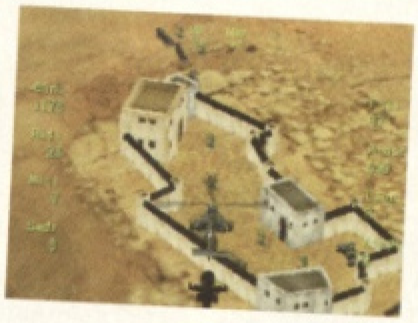
Your co-pilot is Nick Arnold, but he spends more time running around on the ground than in your chopper. Nick's a maverick, and likes to do his own thing. Sometimes this is a help, other times you have to save his ass from a tight situation. You'll be rescuing Nick from POW camps, dropping him off for covert missions, and working in tandem with his ground actions. He's your eyes on the ground, especially during the Black Sea mission, so you'd be wise to accept his transmissions.





This is a graveyard. Hope there's room for a few more Communists...









DEMOLITION DERBY

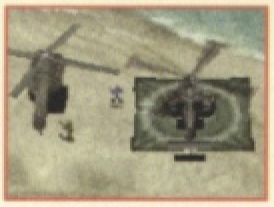


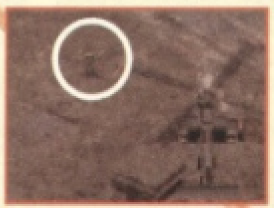
Soviet architecture was never that pretty, so feel no remorse for the large amount of buildings you are about to trash. However, there are a large amount of impressive period structures, like castles, villas, cottages and windmills upon which you can vent your wrath. Destroying buildings which are not prime objectives often yields rewards as many contain extra fuel, ammo and armour repair not marked on the strategic map.



EA Russia should do the follow up: America Strike.

LITTLE PEOPLE





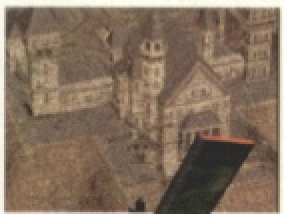


The pawns in this high-tech game of chess are the soldiers on both sides. Although they pose little immediate threat to your chopper, you should keep an eye on enemy artillery and soldiers of the allied forces. MIAs (Missing In Action) should be hoisted whenever possible, and removed to a safe landing zone, where their rescue is converted into extra armour points. Enemies and civilians often spill out of exploding vehicles and buildings (looks hilarious) forcing you to make reflex reactions.

DREADED SNAFU



Being downed is just one way to lose the game. The dreaded SNAFU is an even greater threat as you are offered no second chance. It stands for 'Situation Normal: All Fouled Up', a military term used when events make completion of a mission impossible. These can range from letting Nick Arnold get killed to allowing the destroyer to escape the Black Sea. Avoiding a SNAFU is a large element of the strategic side to Soviet Strike.









CAMPAIGN: CRIMEA

The mountainous regions of the southern caucus are the wintry setting for this campaign. Hostile elements use the cover of steep valleys to set up command and training operations, whilst holding prisoners in three large POW camps.

OBJECTIVE: DESTROY RADAR
A simple precursor to your other objectives, knocking out their electronic 'eyes'. If you can't overpower these makeshift sites, give in now!

OBJECTIVE: FREE P.O.W
There are three camps, in various states of security to destroy. Rescue Nick Arnold, your agent and co-pilot from the first, and drop him off at the bulldozer drop zone. He'll use the machine to bust open the second.

OBJECTIVE: ENEMY COMMANDERS
At the centre of the main valley is a quiet, picturesque town — a haven for international terrorists, more like! Reduce their hiding places to rubble then scoop them up. Some wait resignedly to be winched, whilst others make spectacular bids for freedom.

OBJECTIVE: TERRORIST CAMP
Fanatics prepare for battle, taking out their fury on cardboard targets. Give them something to really have a pop at, and take out their power facility for good measure.

OBJECTIVE: VILLA HQ
Whoever called this grand chateau a villa has a sense of humour. How many villas do you know with a tank park in the grounds? You can even the odds slightly by taking out some of the guards when they pop down the village boozer. Then drop Nick off to do his thang before getting both your asses the hell out.





UP YOUR ARSENAL

We've raided the Strike Files to come up with an incomplete list of the kinds of equipment you will be up against:

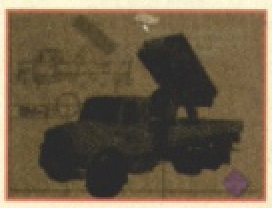
ZSU
A formidable mobile Air Defence weapon used to protect convey column. 'Zeus' has four 23mm guns which inflict light damage.
(Armour: 50 Weapon: 5)



GASKIN
A mobile missile battery, with four launchers. Best used in conjunction with a radar. Gaskins are slow to reload.
(Armour: 75 Weapon: 25)



BM-21
Seriously nasty old-style missile launcher whose 10 warhead salvo can reduce you to scrap in seconds. Use the delay in targeting to punch back.
(Armour: 50 Weapon: 40)



HIND
Top-rate helicopter opposition, employed directly against you. The best place to take on a Hind is when it's still on the ground. Don't take chances — use sidewinders.
(Armour: 150 Weapon: 25)



GANEF
A fixed missile launcher, good distance and accuracy (with SA-4 radar). Dodge their lethal shot and counter during the lengthy reload.
(Armour: 75 Weapon: 150)



AEROSAN SLED
Target practice. These fast-moving ice terrain vehicles have no tactical significance but are fun to annihilate.
(Armour: 10 Weapon: 1)





CAMPAIGN: BLACK SEA

'Grand Theft Aircraft Carrier' says Andrea. She's such a wag! You're scouring the coastline of this toxic 'resort' that makes Blackpool look like sunkissed Polynesia. Your hitherto dependable Intel backup seem to be making it up as they go along with detours, mislaid targets and some mad secret agent with a funny accent taking you on a wild goose chase.



OBJECTIVE: TRASH THE DOCKS
The main dock buildings and the berthed ships must be destroyed, but their are pockets of your own men under pressure. Relieve it!

OBJECTIVE: NEUTRALISE CARRIER
Your chance to make the biggest chicken Kiev of them all, by penetrating the frigate, helicopter and gunboat escort of this Leviathan. Pluck a defector from the sea and learn its weakness.

OBJECTIVE: DUMP MISSILES
Several uncomfortable moments with a nuke strapped to your underbelly. Winch these out of their carrier barges and dump them in the water quick!

OBJECTIVE: BATTLESHIPS!
The one remaining piece of fleet is making for open water. Engage it at the strait in the south-west, all guns blazing.





There's a dozen new features not in PSX Strike. Ha!



T-55
WW2 throwback but show some respect. Large numbers of these shore up the regimes of the Middle East. May be used as an infantry carrier.
(Armour: 125 Weapon: 25)



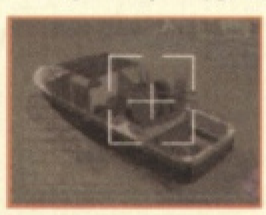
SKAR
Box salvo rocket system, Vicious. Intel recommends you disable it by attacking its attendant ammunition trucks.
(Armour: 150 Weapon: 40)



BDRM-2
A Soviet standard — the recon. vehicle. Not especially dangerous, but numerous and can be modified (BDRM-3) to carry missiles.
(Armour: 75 Weapon: 10)



SPEEDBOAT
Pleasure craft customised by Vlad's Black Sea forces to carry SAMs, machine guns and sun loungers. Tricky to pin down.
(Armour: 50 Weapon: 75/10)



AAA
Fixed units scattered around sensitive sites. Comes in two flavours; light and heavy armour. Naturally, it's the heavy ones that should most concern you.
(Armour: 50/75 Weapon: 5)



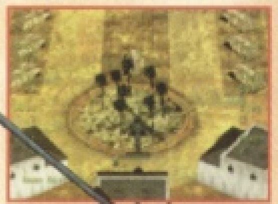
SCUD
Long range missile delivery system made famous by the Gulf War. Not accurate enough to be strategically important, but we don't recommend you attack from the front!
(Armour: 300 Weapon: n/a)



CAMPAIGN: CASPIAN



Just like old times — aggro from the towelheads! Some 40 miles north of the site of your memorable encounter with Kilbaba in Desert Strike is the scene of an invasion by the Iraqi madman's moustachioed soulmate (instigated, of course, by Shadowman). This pressurised mission offers something new — moving targets. The relentless push by the armoured columns of Savada must be halted at all cost. Relying on a single helicopter is optimistic: this time you have help on the ground.



TACTIC: SLOW THE ADVANCE

One way of slowing the invasion force is to aim for its fuel and supply vehicles. Taking these out will require skill and bravery, as they are at the heart of the columns.



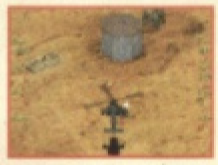
TACTIC: MAN THE PASSES

Your have three support columns, each led by a Commander: Delilah, Bessus and Nimrud. Their troops will not move without their command, and unless they are in position, it will be too late. Airlift each of the commanders to an observation post. From there they will harry the enemy and call their own forces into battle. Get them there ahead!



TACTIC: SABOTAGE THE COLUMN

Try every trick you can to buy more time. Detonate the fuel drums as the tanks pass by and you should even up the odds slightly. Once your own tanks have crossed, wreck the bridge on the right flank.





CAMPAIGN: DRACULA



Transylvania, the Count's fabled stomping ground, but now no more than a tourist stop for your average Soviet nuclear physicist. The land is positively glowing with the effects of power plant mishaps, posing a threat to your Apache's integrity. A reactor has gone into meltdown, your overall programme is to bury it safely in the nearby saltmines — but that requires skilled manpower.

OBJECTIVE: FREE THE 'PATIENTS'

The region's local despot, 'Mad Dr. Ukrainean' holds nuclear scientists captive using the front of an old Soviet mental hospital. The hospitality isn't up to much. Blow it apart to rescue Nick and the local good guy, Ivan.

OBJECTIVE: CLEAR SALT MINE

Ferry enough men from the Sanitorium to the site of the old salt mine to create a pit large enough for the reactor core. Unfortunately, enemy intelligence know what you're doing, and they will try to gun enough of your team down to SNAFU the campaign. Cover them!

OBJECTIVE: GET THE CORE

The critical plant is about as far from the mine as you might want. Travel there, eliminate local defences and remove the core from the main housing. Act with restraint, or you may set off an explosion that will make Chernobyl look like a back garden fireworks display.

CAUTION: RADIOACTIVITY!

The valley is marked by fields of radioactive sludge. Flying over this will harm the Apache. If the lurid green glow is not enough, an onboard geiger counter will give you audible warning. Negotiate around these areas.



FINAL CAMPAIGN: MOSCOW



Objectives classified. We can bring you an of intelligence pictures that will give you a taste for the Moscow campaign. You'll be slugging out amongst the tourists and the hardliners for control of one of the world's most important cities.

scores

GRAPHICS

A novel approach has been taken, with digitised scenery detail loaded in mid game. Overall, it works with a convincing scenic backdrop to the missions, but the whole display is a little jerky.

87

SOUND

The little music there is sucks, but the use of effects and 'transmissions' is superb and enhance the atmosphere and plot understanding.

84

PLAYABILITY

Something about Soviet Strike is off-putting for the first few hours, then you begin to appreciate where all the work has gone, and you are fully adjusted to the controls and display.

91

LASTABILITY

The later missions are impossible without some serious thought and trial and error play. There's a lot of quality gameplay here but it's not the hardest of the series by some way.

85

overall

When the hype subsides, you have a playable and distinct shoot 'em up whose gripping gameplay and balanced mechanics are worth more than some flashy full on 3D.

90

comment



MATT

I have to admit I was curious to see where EA would take its highly successful Strike series, after the semi-futuristic shenanigans of Urban Strike, in terms of both setting and game mechanics. Fortunately, Soviet Strike takes the back-to-basics route by ditching alternate vehicles and multiple craft capabilities for a more familiar feel which I know fans of the original game will appreciate. The extra development time and effort that's gone into this game have been well worth it as graphical inadequacies and some annoying early gameplay quirks have been ironed out resulting in a finely honed finished product. That's not too say that Soviet Strike is a perfect game though. The texture mapped backgrounds look great, based as they are on actual topographical maps, but rotating your helicopter over this visually rich landscape often results in a slow frame rate and jerky movements. On the plus side, presentation is second to none with TV style cut scenes, blip-verts, audio-visual transmissions and simulated Internet access giving Soviet Strike the final professional polish it needs. Complicated, engrossing missions will no doubt keep fans of the series happy for ages but I worry that newcomers might find the fast paced Strike world a little tricky to get to grips with. However, stick with it and you'll find Soviet Strike every bit as explosive as its predecessors.

comment



GUS

For many people, Soviet Strike was not quite what they expected, and the reception has been appreciative but not over enthusiastic. I'd agree that visually, it's a slight let down, but play it and you'll discover one hell of a game in there. Clearly, the main objective has been to retain the basic gamestyle of the three previous Strike games, and add more depth to the mission structure. You'll be shooting and winching as before, but from a new rotating perspective (the alternate perspective makes targeting very difficult). Surprisingly, there are no new weapons, and no other vehicles, like the later Strike Megadrive games. But the missions are superbly thought out, with objectives that force you to think tactically, yet give you the freedom to develop your own approach. You can tackle optional sub-missions as well, if you explore the play area. Graphically, there are some superb areas (Caspian and Moscow Strike esp.) but sometimes the resolution seems quite low and there's a distinct jerkiness to the update, especially when turning in areas with lots of detail. The level of animated detail for vehicles and infantry makes up for this a little. In the end, the value is in the gameplay, and after a couple of days I really got into it (although it won't take as long as some of the previous Strike games to complete).

MEAN MACHINES SEGA PRESENTS



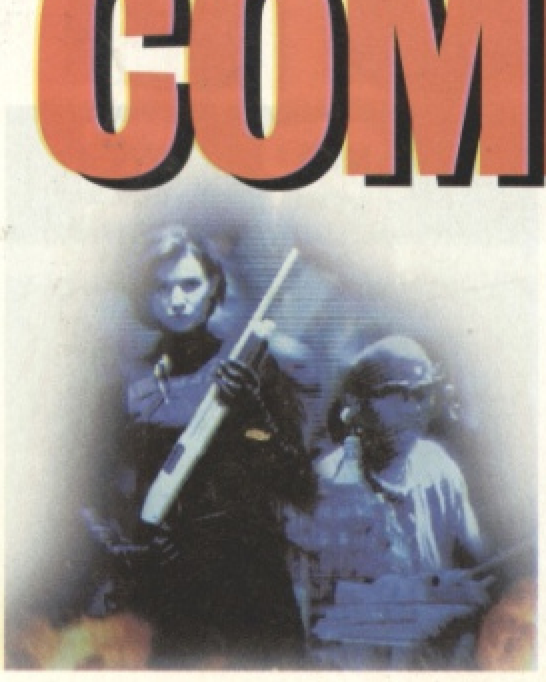
GREETINGS KOMRADES!

We brothers of the Republic are a bit miffed to say the least by our portrayal in EA's new smash-hit helicopter arcade game, Soviet Strike. Why, it's back to the old days of Commie-bashing that your 'President Raygun' was so fond of. Did we not let Cliff Richard come and play Moscow? We'll even set up a Red Square gig for the Spice Girls if it persuades you we're not all Haters of the Free World.

To make amends, and to show you the long-documented generosity of us Eastern Europeans, EA has sorted out a superb Soviet Strike competition for you to enter, worthy of a 90% scoring game in MEAN MACHINES. The reviewers were blown away by the level of detail and the cunning mission structure of Soviet Strike.

You can win one of ten copies of the game and a Soviet Strike T-shirt, and one lucky Proletarian is going to walk away with a decidedly bourgeois prize: A REMOTE CONTROL HELICOPTER! This state-of-the-art piece of Western engineering will be a joy to use and get all you (how you say?) komput-nerdski out of doors for once.

SOVIET STRIKE COMPETITION!



HOW TO ENTER:

It's easy to take part. All we want you to do is tell us **the name of our beloved President of the Russian Federation.** At this date (16th January 1997) that is, as who knows what can happen in affairs of state? Write his full name on a postcard and send it by People's Mail to:

'I AM PEOPLE'S ARMY — TAKE HIM AWAY' COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON.

There is a short entry time for this competition, as we are moving. Please ensure entries arrive by 20th February.

Our normal competition rules apply. Winners will be selected at random from correct entries. No members of the KGB may enter. The editor's decision is final, no correspondence will be entered into. There is no cash alternative to the prize on offer, although trips to Siberia can be arranged...

review

Game Name	Crusader: No Remorse
Publisher	Electronic Arts
Release	February
Price	£39.99
Game Style	Action
Import?	✗
Linkplay?	✗
Players	1
Control	Joypad
Background	A conversion of EA's 1995 PC action/shoot-'em-up.

When there are no alien invasion fleets available to take over the world, you can be sure that there are at least seven evil futuristic corporations waiting patiently to have a go.



Once such jumped-up Plc. is the WEC, which has assumed a position of world dominance by the time-honoured method of being really shifty and bribing high-ranking government officials with large wads of cash. Of course not everyone is too keen on this state of affairs, so they've formed the snappily titled Resistance to er... resist the WEC. Led by over-enthusiastic American army types with fat cigars, the Resistance lead covert operations against the WEC using teleporter pads located deep inside enemy bases. And who better to lead the Resistance's missions? That's right pal, you've drawn the short straw! You control the Silencer, an armoured, and noticeably bright red, WEC operative who has recently defected to the rebels.



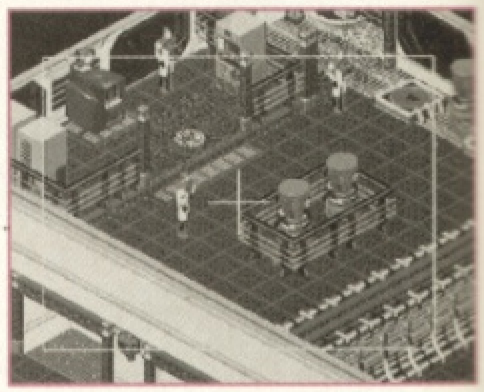


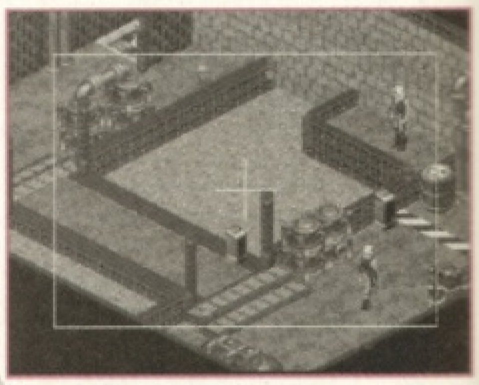


PUZZLE FIGHTER

Crusader is essentially an isometric shoot-'em-up, puzzle elements also creep into the fray. Switches must be activated to drop laser forcefields or open remote doors. Sometimes accessing a computer will give you a security camera view, showing a door opening. All you have to do then is find the door. Keypads control access to some areas and the codes for these pads must be located. On other occasions, the Silencer will take control of an ED-209 look-alike which can shoot objects that would normally be out of reach. There are times when it's not at all clear what you have to do next to get out of a room, but these puzzle elements certainly add plenty of variety.







These black and white pictures are in-game security camera views. We didn't foul up and use Mean 16 shots, honest!

CRUS
NO REM







Review

Why's everyone so flippin' violent in the future?

IS THAT A HAVANA IN YOUR POCKET...





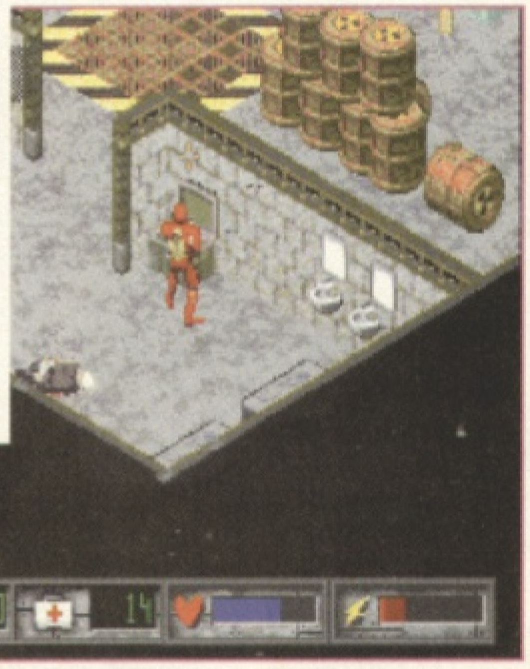


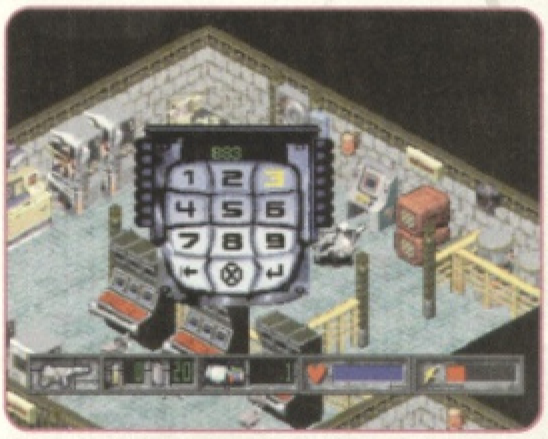
Mention has to be made of the video clips in Crusader: No Remorse, mainly because they're so cheesy. Your mission commander likes to chew on a big fat cigar, and the general tone is all buddy-buddy and sickeningly American. Yeuch! Later on he disappears and gets replaced by a woman who may or may not be a WEC informant.

THEORY OF RELATIVITY

There are two distinct ways of moving the Silencer around each level. The first, Relative, uses Up and Down on the Joypad to move backwards and forwards, and Left and Right to turn on the spot. The other mode, Absolute, simply sends the Silencer in the direction the D-pad is pressed. You can flick between modes in-game, and it seems that Absolute is best for movement, while Relative is preferable when accurate aiming is required. The other controls are also complex. Every button has a function, and by holding down the top shift buttons, more functions are made available.









ADER

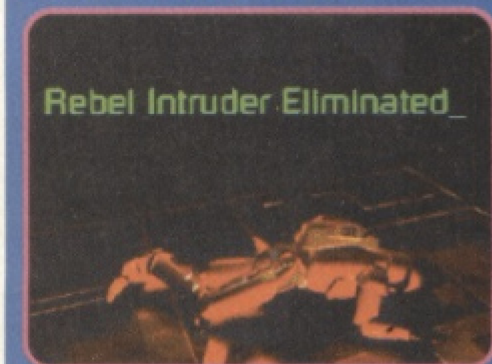
MORSE







CREMATION FOR BEGINNERS





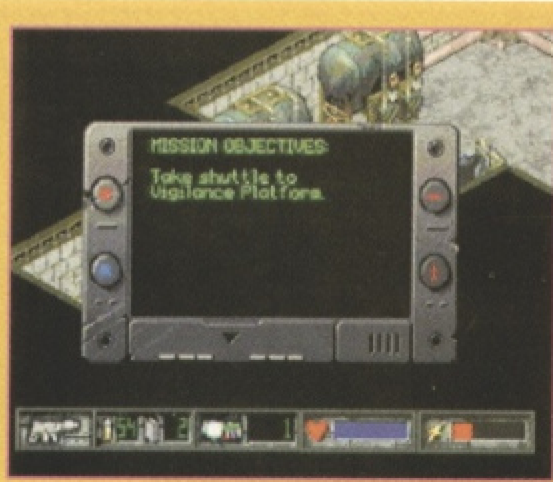
When shot, enemies tend to crumple to the ground in a slowly spreading pool of blood. Shooting bad guys with weapons like the rockets launcher causes them to run around on fire, screaming their little lungs out, until they collapse in a pile of ash. This is a bummer, as in this state any power-ups they may be carrying are burnt to a cinder as well. Robotic foes tend to fall over and leak oil, but one type of mech explodes in a shower of circuit boards when terminated. Tasty.



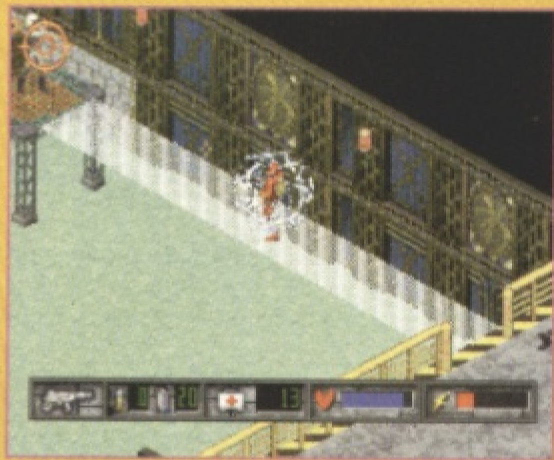








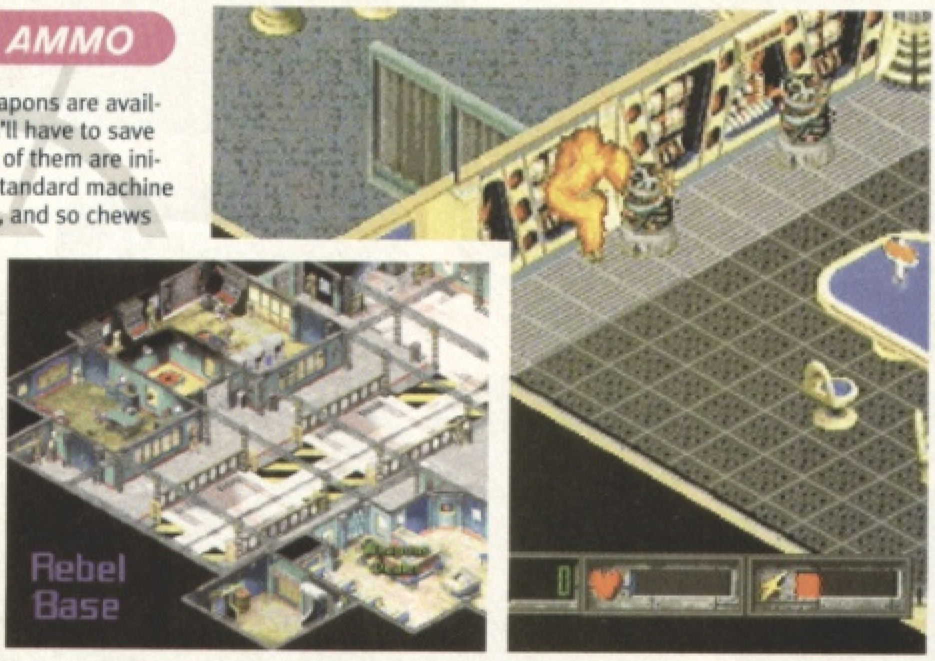






GUNS AND AMMO

A sizable array of weapons are available in Crusader. You'll have to save up though, as not all of them are initially available. The standard machine gun boasts rapid-fire, and so chews up ammo. An assault rifle type weapon is slightly more powerful, but has a longer reload time. Assorted laser weapons use power from your shield energy, while rocket and grenade launchers are capable of taking out even the hardest enemy mechs.

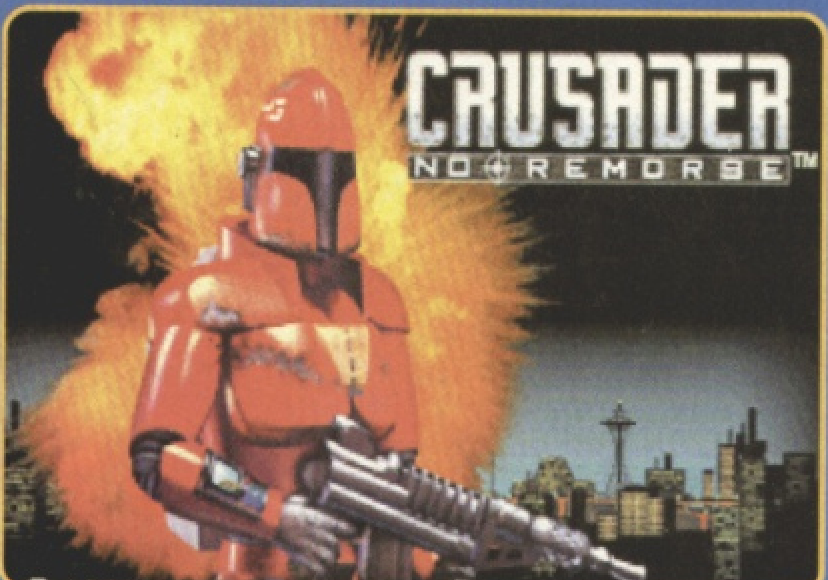








HE'S NO GOOD TO ME DEAD



Hi, my name's Boba Fett from Star Wars



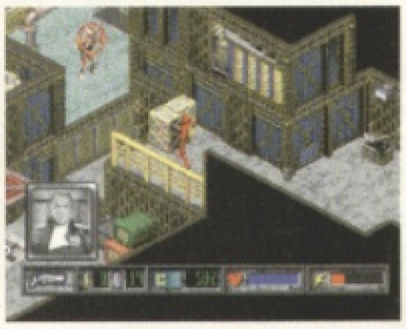
Hi, I'm the Silencer out of Crusader: No Remorse

Even the non-Star Wars aficionados amongst us couldn't help but notice the main Silencer character in Crusader: No Remorse bears slightly more than a passing resemblance to the infamous Star Wars bounty hunter Boba Fett. Except the Silencer wears a natty red outfit instead of a knackered old green one. Maybe they don't have decent tailors over in that galaxy far, far away.











WHERE ARE YOUR REBEL FRIENDS NOW?



Between missions, the Silencer returns to the resistance base to stock up on weapons at the handy Armoury vending machine and check his e-mail. There's a lot of hostile feeling towards the Silencer at the base, as he has recently defected from the WEC, and this is reflected in the e-mail messages the player receives. But you also get a weird joke about a chicken, so that's okay.





ORIGIN OF THE SPECIES

Crusader: No Remorse was developed by EA's mates at Origin Systems. You may not have heard of them, as they're primarily PC developers, but they're also responsible for the Wing Commander series; the latest incarnation of which starred Mark 'Star Wars' Hamill and cost millions of dollars to make! Crusader originally appeared on PC in late 1995 to some critical acclaim (i.e. some people liked it).







comment



MATT

Yep. I thoroughly agree with Steve on this one (a rare occurrence at the best of times). Crusader: No Remorse is a fine product but it does scream PC at you. Now that's not necessarily a bad thing but I always worry when PC titles are converted to consoles. Whilst the original may have been a fantastically playable tour de force of visuals and spot on game play, the Saturn and PlayStation versions are usually watered down shovelware, rush released to make a quick buck. "Yeah, this was great on my PC" your mates will say, and indeed it probably was but the fact remains that most PC to console titles are a bit of a letdown. Fortunately, Crusader: No Remorse hasn't really suffered in translation. FMV sequences are poor but that's down to the Saturn's capabilities. Although there are more than a few similarities between EA's title and Konami's own isometric shoot 'em up, Project Overkill, my vote goes to Crusader: No Remorse. The combination of frustrating puzzle elements and blasting action should keep you busy for a while even if the game itself is hardly ground breaking.

comment



STEVE

Blimey, Crusader: No Remorse really has appeared out of nowhere. I have to say that my first impressions were not too favourable, as the controls are so complicated and, initially at least, the system used to operate switches is baffling. It also doesn't look all that hot. There are some nice features, and the graphics on the whole are detailed, but it just doesn't scream "Saturn game" at any volume. Despite these negative factors I was soon hooked by the combination of shoot 'em up action and a simple puzzle element. Don't expect anything mind bending, most of the puzzles simply involve finding keys and switches, but it certainly adds some variety to the gameplay. Crusader: No Remorse is a bit of a weird specimen: it looks rough, sounds a bit rough and is a bitch to control, but it's quite enthralling in it's own little way. It's by no means an essential purchase, but if you're fed up waiting for Bedlam you could do worse. Although I wonder what EA is playing at by rush releasing an eighteen month old PC game.

scores

GRAPHICS Although there are some nice touches, the overall impression is that Crusader's graphics are stuck somewhere between Megadrive and Saturn standards. The animation is also a bit dodgy in places. **70**

SOUND The music is a combination of passable video game techno and pompous military style tunes, which is a very strange mixture. Some of the sound effects are dubious, and there is some choppy audio on the FMV clips. **79**

PLAYABILITY Because of the complex controls, Crusader is not that easy to get into. Getting the hang of the two movement systems could also take a while. The controls remain awkward, but you feel compelled to play on. **80**

LASTABILITY With four difficulty levels and over ten large missions to blast your way through, Crusader will take a while to complete. Some people, however, may get frustrated by some of the less obvious puzzles. **85**

overall

While it looks like a bit of a dog, Crusader has the right balance of shoot-'em-up and puzzle gameplay to keep you enthralled. **82**

COMMAND AND CONQUER

PLAYERS GUIDE

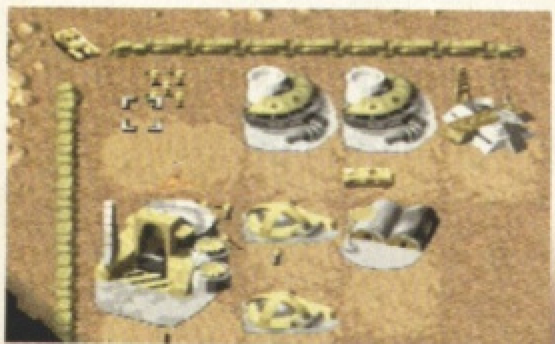
Got a slight ego problem? Ever been accused of being a meglo-maniac? Well Command & Conquer is definitely the game for you! Our resident tipster, Phil Dawson, discovers war is hell...



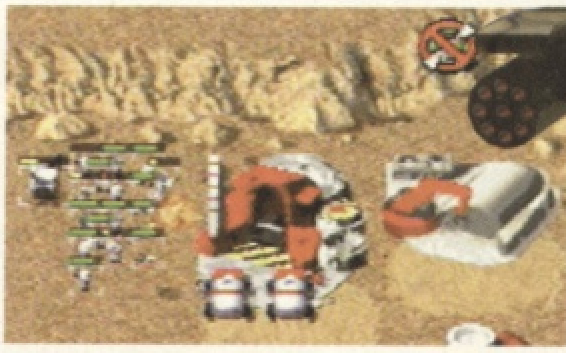
A SOLDIERS HANDBOOK



Over the past two months there are three things that you should have done by now: 1. Eaten the last of the Christmas Turkey, 2. Bought the latest issue of MEAN MACHINES SEGA and 3. Gone down to your local software shop and purchased a copy of Command and Conquer. With these three tasks completed, read on to find out just where you're going wrong in this super ace war sim.







OH! LOVELY PASSWORDS

This is a basic strategy guide that gives you information about the various vehicles and munitions available for both the GDI and NOD forces. Because of the vast amount of missions it would be impossible to tip every level from each disk on just four pages. So if you find you're really stuck, here are the all the passcodes for all GDI missions, huzzah!

GDI: GLOBAL DEFENCE INITIATIVE

Mission 2:	**OBK0S97W5**
Mission 3:	**A6MGEHM8T**
Mission 4:	**TGDD2AM6Z**
Mission 5:	**D89BJ1OAJ**
Mission 6:	**LCTL6D03P**
Mission 7:	**8KYJ6Q2CD**
Mission 8:	**OSKUUK6HX**
Mission 9:	**WW44HWIA3**
Mission 10:	**0ZWO53T3T**
Mission 11:	**WWMVVNVXP**
Mission 12:	**4L2RI96JQ**
Mission 13:	**4L299NJDW**
Mission 14:	**DQRUAZ58W**
Mission 15:	**UYV0XP63M**
Mission 16:	**EQRGN2JXS**
Mission 17:	**X0FJIEZ5F**
Mission 18:	**6M7UH52PM**
Mission 19:	**6M7C8JFJS**
Mission 20:	**WH0Q1Z401**
Mission 21:	**ODGYNAGT7**
Mission 22:	**4L29BWIAP**
Mission 23:	**K8APUCM0X**
Mission 24:	**SCUZHSYT3**
Mission 25:	**K8A733AM9**





WHAT'S THE DIFFERENCE BETWEEN GDI AND NOD?

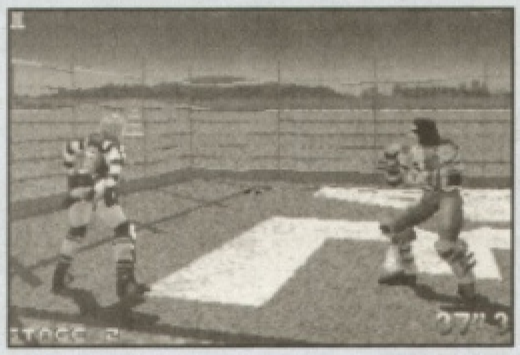
The GDI (Global Defence Initiative) task force are the good guys of the game and rely on brute strength rather than the cunning tactics of the Brotherhood of NOD. The first thing you'll notice about the missions is that the GDI disk seems to be slightly easier than the NOD disk. Also, the vehicles such as tanks are much smaller the GDI's. They are cheaper, which means that you should build loads and attack the GDI like a swarm of killer bees.



MEAN 16

ORY· MAIL· Q&A·TIPS· GUIDES ·DIRECTORY· MAIL· Q&A·TIPS· GUIDES ·DIREC

Welcome readers to another start-studded edition of Mean 16. I've been very busy on the Internet quite recently discovering loads of cool tips for the hottest titles out at the moment. Thanks to everyone who has sent in cheats and hints this month, but because of the massive amount of tips gathered from the old information superhighway there's just not enough room to print any more reader queries this issue. Don't fret though as they'll definitely make an appearance next month. Oh! Before I forget, if Daniel Danso from Elephant and Castle is reading this, I'd like your tatics for C & C please. Send your tips to MEAN 16, MEAN MACHINES SEGA, 30-32 Priory Court, Farringdon Lane, London EC1R 3AU



SATURN TIPS

FIGHTERS MEGAMIX



VARIOUS CHEATS

Although we only just received our copies of this amazing Am2 beat-'em-up just in time for Christmas, we've already discovered loads of cool secrets for you to try if you own an import copy.

CHOOSE SCHOOL GIRL HONEY

First, you must beat the school girl version of Honey. Then, at the character select screen, move to Honey and press **X** or **Z**. **X** is her red outfit and **Z** is her blue costume.

NO DAMAGE OPTIONS

After 500 (!) games played, you will get the 1P No damage and 2P No damage Options.

MUSIC SELECT IN TRAINING MODE

Hit Start to access the moves list and then press either **L** or **R** shift button to change the background music.



VIRTUA FIGHTER 1 LIKE SHIBA

Press **X** or **Z** to choose Shiba and you can use a VF1 like Shiba.

CHANGE WARDROBE COLOUR

To choose a character's second costume colour press **C** to select your fighter

SURVIVAL MODE TRICK

Win 50 matches in Survival Mode (with use of the 1P unlimited life option), and it unlocks a menu in Options+ that lets you choose the stage that Survival Mode is played in.



HIDDEN CHARACTERS

Finish the A to I Courses in normal mode , You can get all hidden characters, the last one is Daytona Car No.41. You can also get the BookKeep and Portrait in Options Plus. (Course B gives you VF kids Sarah and Akira) (Course C gives you Ura, Bahn) etc..





HYPER MODE

Select Survival Mode, and finish the three time limit modes, 3 mins (must win at least 2 wins), 7 mins (at least 6 wins) and 15 mins (at least 11 wins). Then in Options Plus, you get the interesting function called Hyper Mode.



CHRISTMAS BARK

At the character select screen highlight Bark, press **A + B + C** at the same time. When you start a game you should become Bark in a Santa suit. Remember to push these buttons simultaneously or the code will not work.

JANET'S TRIPLE FIRE

Janet can fire her gun up to 3 times in succession. Just tap back, **forward + punch + kick 3 times** one after the other.

RENTAHERO'S BATTERIES EXPLAINATION

Around every 20 seconds or so, one of the batteries at the top of the screen dissa-pears...and after all the batteries are gone, all your armor falls off revealing either a Virtua Fighter or Fighting Vipers t-shirt underneath.



Send us your Fighters Megamix cheats now!

VIRTUAL ON



VARIOUS CHEATS

CHANGE V.R. COLOUR
Press the Left Shift when selecting your game type (Arcade, Vs, Ranking) to select the mechs sporting their 2nd colour scheme.

CHOOSE JAGUARANDI THE EASY WAY
At the Start Screen **press and hold Down and hit both Shift buttons at the same time.** You should hear a sound if performed correctly. Now Jaguarandi will be selectable.

WHITE TEMJIN AND RAIDEN
At the Start Screen hold **Up** and hit **both Shift Buttons at the same time.** Now when you select Temjin or Raiden they will be wearing all new coloured armour.

ENDING SELECT CODE
After you beat the game, the ending credits appear. At the start of these credits, rotate your D-pad clock-wise simultaneously until you see a tiny space-ship fly by the planet [right before the SOA credits], then your V-On mech will be saved by the spaceship. The options screen will also have stage selects.

SPECIAL ATTACKS
(Only possible if all weapon gauges are Full)

Temjin's Diagonal Dive:
While jumping, **Up, Up + Y, Y**

A different flying sword move for Temjin:
Jump **(Up + Y) (Up + Y).**

Viper 2 Flaming Dive Move:
While jumping, Up, Up + **Y, Y**
Viper 2 will be surrounded by blue flame and dive diagonally to the enemy, also cause great damage!!

A different flaming dive move for Viper 2:
Jump (Up + Y) (Up + Y).

Dorkas' Spinning Hammer:
Press **Right Shift + Y.**



VIRTUA COP 2

COOL TIPS
As promised last month more mega cool cheats for AM2's shoot-'em-up extravaganza:

SKIP TO LAST BOSS STAGE
At the stage select screen shoot the Stage 1 arrow continously until the time is up. You should then go straight to the last boss stage (Stop the Airship Bomb!) directly.

OPTION SCREEN 3, FREE PLAY & MIRROR MODE
From Kevin Watkins

If you beat the game on Easy, FREE PLAY and Option Screen #3 become available allowing you to try the game in Mirror Mode.



SELECT YOUR CHARACTER
At the stage select screen use the control pad to input the following codes:
Rage - Press **X** to select stage
Smarty - Press **Y** to select
Janet - Press **Z** to select
You can select the same cop in 2P.

WEAPON SELECT
Go to the Options Screen 2, and set Weapon Select On. When you play the game, pause it, and with the gun, shoot out of the screen, and you can select ANY weapon you want! You can do this as many times as



CHRISTMAS NIGHTS

DATES AND TIMES
REALA'S PRESENT
In Christmas NiGHTS, set the date to **4/1/97** (April Fools Day) to play as Reala, this also adds an extra present in the present screen to always play as Reala.

POST NUCLEAR CHRISTMAS
Change the date on the Saturn's internal clock to **Dec 31, 2099** for weird purple snow!

CELESTIAL SNOW & STARS
Set the clock to **9:00 A.M.** and instead of snow there will be cresent moons falling from the sky. Set the clock to **9:00 P.M.** and there will be stars falling.

MEGA DRIVE TIPS



VIRTUA FIGHTER 2

PLAY AS DURAL
At the character selection screen, hold **Left** until you hear a countdown begin then wait until it reaches one. Dural will show up and you will be able to play as her.



MICRO MACHINES 2

FAST CARS AND HARDER MODES
FASTER CAR
Pause the game and press **Up, Down, A, B, Left, Right** and then hold **C.** Unpause the game and you'll breeze past your opponents.

HARDER GAME
For a greater challenge, pause the game and press **Left, Right, Left, Right, Up, Down.** To finish the code, hold **Down** and then unpause the game.

MUCH HARDER GAME
You say the harder game is still too easy? You masochists!. Pause the game and press **Left, Down, Up, Down, Right, Down.** Finish the trick by holding **A + Down** and unpausing the game.

NEXT MONTH

In just 30 days time Mean 16 will be crammed with more cool tips including Casper, Batman Forever, Doom, Blazing Dragons.... Well not really as they are all pretty naff, but you can be sure that all the latest cheats for the hottest new games will be on these very pages. So until then, adieu!

TOMB RAIDER



TIPS AND SECRETS... ...THE FINAL PART

The third and final part of our extensive Tomb Raider guide takes you through the toughest sections of Core's awesome 3D epic to a confrontation with a long dormant alien menace. Pay close attention now, the end is nearly in sight...

THE SANCTUARY OF THE SCION

At the start of the level grab the Magnum Clips and draw your guns. Run up the large staircase and take down the two mummies then pick up some more clips. Climb onto the block in the middle of the room and jump to the chamber above. Run forward and turn right, slide down the slope and shoot the mummy at the bottom. Climb onto the block next to the bright pillar, then turn left and climb up the pillar. Jump backwards so that Lara lands on the highest pillar, then turn around so the wall is to the left of Lara. Jump forward onto the next pillar, then move forward and grab onto the crevice in the wall.







Shuffle all the way to the right and drop down, turn right and climb up the three steps. Now jump across the pillars to find a ledge, grab the Magnum Clips then walk to the end of the ledge. Jump forward three times and activate the switch below. Quickly arm your weapon and blast away the Sphinx flying toward you. Stand to the left of the switch and jump across to the small ledge, pick up the Shotgun Shells and turn left. Jump to the next ledge and grab some more shells. Walk over to the edge of the platform and jump up to the ledge above. Hop backwards and grab onto the edge, then drop to the ledge below. Turn around and jump to the sandy ledge, hop backwards and grab onto the edge. Drop down over the slope and grab on to the end, now you can fall on the ground to safety. Run between the Sphinx's arms and grab the Magnum Clips, now go around the Sphinx and look for the two sloped blocks up on high. Climb on to the right-hand block then jump across to the opposite block. Jump up and pull yourself up to the ledge above. Run forward and jump onto the pillar, turn left and leap across to the higher pillar. Climb up to the ledge above and save your game at the Save Beacon. Run past the slicer and grab the Small Medi-Pack, continue along the path and jump across to the switch. Arm your weapon fast and blow away the flying monster, then return to the pillar below the curved platform and climb on top of it. Turn so that Lara's facing the corner of the room and jump over the next pillar onto the slope below, then slide down to find the Sphinx. Run along the left side of the Sphinx and enter the narrow passage, locate the Magnum Clips the enter the hallway to the left.

Ahead lies a slope, turn around and hop backwards to slide down, grab the

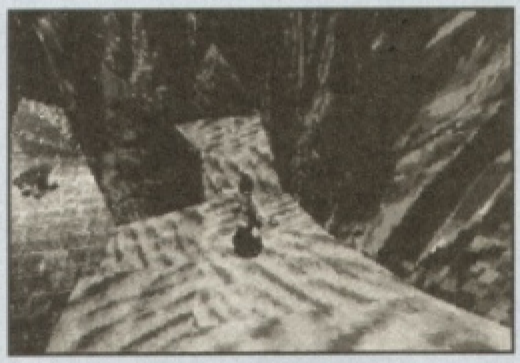




ledge at the end of the slope and shuffle left. Drop down onto the ledge and collect the Magnum Clips. Face the wall and climb up the ledges to the top, slide down the slope and drop into the water. Swim to the bottom and collect the Gold Key, swim towards the stairs in the corner and climb up out of the water. Turn left and return to the top of the stairs, slide down the slope facing forwards again and jump when Lara reaches the end. Grab the bridge and pull yourself up, turn right and use the Gold Key to open the door. Enter the room and pop some caps into the centaur's ass, then grab the Small Medi-Pack at the first Ankh on the altar. Now save your game at the beacon.

Jump off the bridge and dive into the water, go back to the stairs and climb all the way down. Leap into the water and climb up the stairs in the corner, follow the hallway back outside and return to the small ledge next to the bright pillar. Turn left, climb the pillar and jump backwards to land on the highest column. Jump up to the thin ledge, then walk forward and collect the Magnum Clips below you. Leap forward and continue forward along the sandy ledge. When a wall is reached turn a little to the left and leap over to the next ledge. Run to the end of the ridge, jump up to the





ledge above, turn left climb up and leap across to the rocky ledge. Follow the path and climb all the way up to find the Save Game Beacon.

Run into the hallway, turn right and push the block forward, then run around to the other side. Climb up the block to the ledge above, arm yourself and pop even more caps into the centaur's ass, then collect the Small Medi-Pack and a second Ankh . Run back outside and turn right, slide down the long slope and grab the Large Medi -Pack. Turn left and jump on the Sphinx's back, shoot the mummy panther then climb up to the top of the head. Use the first of your Ankhs then climb down to the front and use

If there's a game you want a guide for, drop us a line.



the second Ankh, now save your position.



From the fourth Save Beacon, climb back to the top Ankh symbol and turn left. Slowly walk forward and right across the side of the head until you can go no further. Look down and find the gun clip that appears to float in mid-air, jump over to the clip onto an invisible platform. Walk to the edge and leap across to the cliff ledge, turn around and shoot the two flying demons, then drop to the ground. Enter the door between the Sphinx's arms and jump into the water . Grab the Shotgun Shells and the Uzi Clips underwater, then swim down the right foot of the statue. Enter the tunnel and pull the switch on the wall, then surface and pull yourself out of the water. Climb onto the lower pillar and leap across to the second column, turn right and jump to the lowest step. Run up the staircase and slide down into a cave, save your position at the beacon.

From the fifth Save Beacon shoot the flying demon then face the stone head on the left and drop down to the ledge below. Turn around and leap across to the ledge by the side of the head. Drop down to the ledge below then face left and slide down to the bottom, turn and dive into the water. Climb out of the water onto the front of the right-hand statue and pull the lever on it's chest. Dive back into the water and swim into the tunnel between the statues feet. Follow the tunnel and climb out of the water at the end. Run up the long curving path and grab the Magnum Clips. Continue on and grab the Scarab, walk into the entrance room and shoot the two mummy panthers and the centaur. Use the Scarab on the lock in the corner to open the gate. Collect the Large Medi-Pack and Magnum Clips, run down the ramp and climb up through the hole to enter the Scion chamber. Arm your weapon as Larson is waiting for you, keep moving around and shooting and before long Larson will be gone for good.

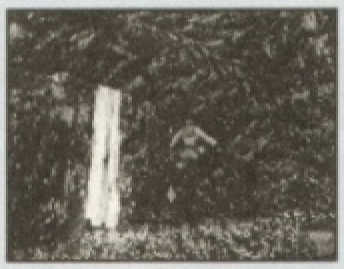
SECRETS

1. From the fourth Save Beacon, climb back to the top Ankh symbol and turn left. slowly walk forward and right across the side of the head. Look for the gun clip floating in mid-air and jump over to it. Here you'll find an invisible platform. Now pick up your new weapon: the UZI 9mm.



THE LOST CITY NATLA'S MINES

Swim forward into the tunnel until you see a waterfall on your right. Climb out of the water behind the waterfall, follow the path and pull the lever. Run back to the waterfall and dive in, pull yourself out of the water on the left side of the boat. Run forward and pull the block backward once, dash around the corner and climb up onto the large mound. Leap across to the tunnel behind the block, follow the path and pull the switch. Return to the waterfall and enter the pathway behind it, follow it along and climb the sloped path. Jump across to the high ledge with a road sign, dash into the tunnel and follow it down into a large room with a glass structure. Grab the Large Medi-Pack then run into the next room. Pull the block backward toward the tires and climb onto the block. Leap onto the cabin roof and walk onto the collapsing tire to fall inside. Run through the





tunnel and pull the switch in the alcove to move the boat back by the docking area. Walk to the end of the tunnel and slide down to the edge on the right, grab the ledge and drop to the ground. Run down the tracks through the wooden door, walk towards the first hurdle until a boulder rolls from left to right. Return to the wooden fence and put your back to it. Perform a standing jump forward, then hold forward and jump to hop over the hurdles. As you bound over the third hurdle, turn right and land on a hill. Quickly run through the second tunnel before the boulder flattens you, reach the end and grab the first Fuse. Turn left and save your position at the beacon.



Run up until you trigger a rolling boulder, then back to the left. Run up the hill on the left and drop down the hole at the top. Climb the hill and return to the cabin chamber. Turn left after you land and run all the way back up the path to the ledge with the road sign. Jump into the water and climb up onto the dark section of the boat. Jump across the water to the crates, climb onto the far left crate and walk behind it into a tunnel lined with NATLA crates. Walk over to the dark crate and pull it backwards once. Now push it forward once to find another crate behind it, enter the corridor and pull the switch. Return to







the docks and enter the tunnel to the right of the crates. Push another NATLA crate forward twice to enter a new room, climb onto the block and climb up through the hole, then pull the level. Collect the Uzi Clips then run through the tunnel into the next room and pick up the second fuse. Return to the docks then return to the cabin chamber behind the waterfall. Enter the doorway to the left of the left-hand cabin, run through the tunnel until it starts to fork off. Take the left path, pull the switch then return to the fork. Pick up the third Fuse, ruñ back to the room with the glass structure and enter from the right. Pick up the Magnum Clips and save at the beacon.

Use the fuses in the slots to lower the cabin to the ground. Enter the cabin and grab the pistols, climb onto the roof of the cabin and leap across into the tunnel. Run through the tunnel and drop down to the Save Game Beacon.

Run into the next room and shoot the swine who has your Magnums, Take them back then line yourself up with the switch on the far wall. Make a running jump over to it but let go of the jump button as soon as you jump. You'll fall down the cliff and grab the ledge below you. As Lara slides down the cliff grab the crevice and shuffle to the right. Drop onto the ledge in the lava, turn left and leap over to the next pillar. Continue hopping on the pillars all the way to the tunnel entrance, drop down and run into the room with TNT crates. Pull the dark crate away from the wall, then pull it three times from the right side into the next room. Climb over the crate to the opposite and pull it forward three times. Climb up onto the crate, jump to the tunnel and save your position at the beacon.







Run to the top of the hill and climb onto the ledge. Jump over to the sloped ledge to the right, wait for the boulder to roll out from the tunnel then jump over it. Follow the tunnel all the way and pull the switch , grab the Magnum Clips and return to the TNT room. Turn left from the blocks and enter the new hole in the wall, take out the Picky imposter and grab your Uzi's from his hands. Collect the three Uzi Clips from the room, then run all the way up the hill, enter the tunnel and save at the beacon.



Continue through the tunnel and enter the next room. Avoid the boulders and work your way to the top. Run up the slope and climb up to the next room, climb onto the lowest pillar and leap over to the highest column. Jump straight up and pull yourself up to the new ledge, turn left and jump across. Turn left again and jump across one more time. Push the block twice, turn right and climb up to the next room. Push the second block twice and drop down into a lower room. Pull the block that you find once and go back through the upper room. Drop back into the lower room on the other side of the lower block. Push the block forward and turn left into a new alcove, then go to the Save Game Beacon.



From the beacon, pull the switch and turn so that the switch is to your right. Run forward into the alcove, turn left and





climb up. Run forward to the block and enter the tunnel on the left. Push the block at the bottom of the stairs forward once, turn left and make a mad dash for the door. Pull the switch next door and run back up the staircase, run forward to a hole in the floor and drop down. Run through both doors, shoot the guard at far range using the Magnums. Grab the Shotgun from him when he dies, climb up to the top of the pyramid. When you reach the top, turn left and jump against the wall. Run into the tunnel and pull the switch at the end, return to the bottom of the pyramid and run through the maze building to the Gold Door. Enter the door and grab the Large Medi-Pack and Pyramid Key. Return to the pyramid doors and open them. Well done, level complete!!

SECRETS

1. From the second Save Beacon, use the fuses in the slots to lower the cabin to the ground. Enter the cabin, collect the pistols then climb up onto the roof of the cabin and leap across into the tunnel. Jump and climb up to a ledge then run forward to open a gate elsewhere. When you come to a plank on the ground, turn around and jump backwards and slide down whilst holding the action button. Lara will grab onto the edge of the hole that opens below you and not fall into the lava. Once the plank closes up, move to the wall and climb up the wall then up onto the next ledge into the secret area. Collect the Shotgun and Uzi Clips as your prize.

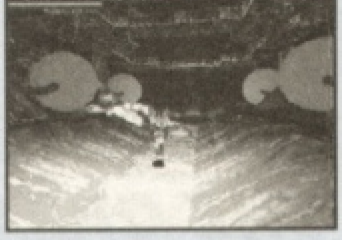
2. From the third save point, run into the next room and get your Magnums back. Replenish your health, then line yourself up with the switch on the far wall. Make a running jump over to it but let go of the jump button as soon as you jump. You'll fall down the cliff and grab onto the ledge below. As you slide down the cliff, grab the crevice and shuffle to the right. Drop onto the ledge and turn right, run through the tunnel to a lava filled chamber and jump to the ledge in the lava. Turn left and make a jump to the next pillar then bound over to the next column. Turn right and leap across to the tunnel entrance, immidietly run forward and push the crate before Lara becomes



boulder paté. Pull the same block out again then climb onto it. Leap over to the secret area and collect the Large Medi-Pack and Uzi Clips.

3. From the fourth Save Beacon, run to the top of the hill and climb up to the ledge. Jump over to the sloped ledge to the right. Wait for a boulder to roll out of the tunnel, then jump over to it. Follow the tunnel all the way and pull the switch, grab the Magnum Clips and return to the TNT room. Turn left from the blocks and enter the new hole in the wall. Take out the skateboarding psycho and take the Uzi's from him. Collect the three Uzi Clips from the room, then find the hole in the ground with water and dive in. Follow the tunnel through the gate and enter the secret area. Grab the Large Medi-Pack, Small Medi-Pack and Uzi Clips.

ATLANTIS



From where you begin, run forward and the first sphere on your left will explode. Shoot the creature that comes out. Turn around and walk toward the sphere on the right, and blow this creature to Hell. Run forward along the trench and a third sphere will explode, kill the creature as you did the rest. Face the centre door and turn left, run through the side door and climb the stairs toward the webbed floor. Dash over the central bridge and grab the Shotgun Shells. Quickly draw your weapon and dispose of the flying demon, then run into the far right corner of the webbed floor. Enter the alcove and pull the switch, turn around and run forward into another alcove. Activate the second switch, run back to the other side of the room and enter a new doorway. Travel down the steps and hit the third switch, return to the entrance chamber walk through the central door. Shoot the flying demon then run forward and drop down into the hole and move into the hallway. Turn to face the crevice in the wall and jump over to it, shuffle over to the left and drop down to the tunnel. Grab the ledge and climb up, run into the tunnel and pull the switch, continue forward and grab the two Uzi Clips. Leap across to the webbed floor, walk to the edge of the ledge and jump over to the next ledge. Climb up and run into the tunnel to the Save Game Beacon.

From the beacon, jump over to the pillar turn left and jump to the lowest ledge on the pyramid slope. Quickly jump to the next ledge, turn right and jump to a third ledge and slide down. Keep sliding down to the red door, turn so the door is on your left and leap across to the ledge. Face right and leap over to find a Large Medi-Pack. Run and jump to the highest ledge and pull yourself up, walk into the tunnel to find two Uzi Clips. Pull the switch and return to the entrance, dive into the water and pull the sunken switch. Climb out of the water to the left of the slope and get onto the pillar. Leap scross the pyramid and enter the red door before it closes. Jump across to the far ledge and haul yourself up, climb the stairs and jump into the doorway at the top. Save your position at the beacon.



From the second save point, climb up the tunnel, over the spiked pit and dive into the water. Grab the Shotgun Shells and pull the switch, swim through the open door and rise to the surface. Climb up and run past the slicers, pick up the two Uzi Clips and turn right. Jump across to the next ledge, run into the tunnel and turn around. Kill the demon and collect the two Uzi Clips when it's dead. Turn around and dive into the pool, climb out of the water between the two large spheres. Turn right and throw the switch, run left and around the corner, pull a second switch in the alcove. Now move to the Save Beacon.

Run toward the sphere in the right-hand corner and shoot the demon. Activate the final switch to open all three doors underwater. Dive into the water and swim through the tunnel. Climb up to the ledge and enter the tunnel, turn left near the dark wall and run up the hill. Turn right at the red hallway and move toward the red door, pull the switch to open the door. Grab the two Uzi Clips and run to the wall opposite the large boulder. Pull the block backwards once, then push it forward from the right up against the wall. Return through the red hallway to the switch again. Pull it again and enter the red door. Move forwards, past the block and enter the tunnel, arm your gun and shoot the demon, now walk into the adjacent room. Run and jump across the ledge on the right, use the Save Game Beacon to store your position.

Run around the corner and kill the two demons. Slide down the slope and jump over to the red ledge before you fall onto the spike



trap. Grab the Large Medi-Pack, Shotgun Shells and the two Uzi Clips. Now run through the tunnel into the next room, turn right and shoot the demon. Run and jump over to the



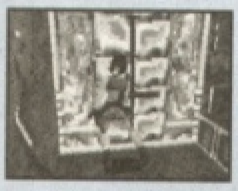
ledge on the left, walk to the right side of the ledge and position yourself so Lara's feet just about touch the dark triangle. Run and jump across to the small ledge, quickly turn and run into the tunnel and kill the demon. Leap over to the dirt coloured slope on the red bridge in the middle of the room. Jump to the ledge against the rocky wall, turn right and grab the two Uzi Clips, then activate the switch. Turn around and run forward to a small narrow ledge, run across the ledge to a block. Pull the block backwards out of the wall to find a tunnel, now quickly run past the slicer. Turn right and shoot the two demons, jump across to where the demons were and run up the tunnel. Collect the Small Medi-Pack and Uzi Clips, turn right and walk out onto the ledge. Shoot the creature and jump across to the next platform. Travel to the end of the tunnel and save your game.



Jump the ledge in the corner and pull the switch, return to the lava room and jump back to the entrance ledge. Turn left and jump to the pillar, turn left and jump to the column. Turn left and jump to the second pillar, now leap across to the doorway in the wall. Climb up and pull the switch at the end of the tunnel. Return to the tunnel entrance and jump to the left pillar, leap across the pillars and enter the tunnel. Follow the tunnel into a long hallway, turn left and enter the red tunnel. Run past the red door and wait for it to close. Climb up into the tunnel above the door, run to the end and jump onto the ledge to the right. Pick up the Uzi Clips and run into the tunnel. Shoot the creature and grab another Uzi Clip. Move forward and stand at the bottom of the ramp, run ahead and stop on the tile before the slicer. Jump left to avoid the boulder and walk up the rest of the ramp, enter the door. Now save at the beacon.

Turn left and push the block twice, turn right and run down the tunnel to find two switches. Pull the right-hand switch and immediatly jump back, drop into the trap door. Leap over the pit to trigger a boulder, then jump back over the pit. After the boulder falls into the pit, jump over the pit again and run up the tunnel. Climb onto the ledge to the left and pull the switch. Turn around and climb up to the door, drop down the other side and run forward through the door. Run through the tunnel and kill the creature in the corner. Pull the switch in the opposite corner and collect the four Uzi Clips. Enter the door and save your game.

Slide down the ram into the next room, shoot the two creatures at the bottom and run into the room. DO NOT shoot the tall skinny alien or you will be killed. Instead, turn right and climb up onto the ledge, leap across to the stone pillar. Jump to the ledge by the door, pull the switch and turn around. Leap over to the sandy ledge. Climb up and jump onto the sandy pillar. Run and jump over to the other pillar, walk onto the middle of the ledge and you'll force your double to fall into the pit. Return to the rocky ledge by the pit and climb the tunnel, kill the centaur and collect the Uzi Clips. Kill the alien that





jumps out at you, then run to the end of the tunnel and turn right . Follow the ledge and pull the switch, turn around and run across the other ledge and activate a second switch. Return to the entrance and run across the bridge into the final chamber. Run forward to the spinning machine and grab the two Uzi Clips. Press the action button to complete the level.

SECRETS

1. From where you begin, run forward and the sphere on your left will explode. Shoot the creature that comes out. Turn around and walk toward the sphere on the right, and kill the creature. Run forward along the trench and a third sphere will explode, kill the creature as you did the rest. Face the centre door and turn left, run through the side door and climb the stairs toward the webbed floor. Dash over the central bridge and grab the Shotgun Shells. Quickly draw your weapon and dispose of the flying demon, then run into the far right corner of the webbed floor. Enter the alcove and pull the switch, turn around and run forward into another alcove. Activate the second switch, run back to the other side of the room and enter a new doorway. Travel down the steps and hit the third switch, return to the entrance chamber walk through the central door. Shoot the flying demon then run forward to the edge. Drop off the ledge to the one below, enter the secret tunnel and grab the Large Medi-Pack, Magnum Clips and Uzi Clips.

2. From the first Save Beacon, jump over to the pillar, turn left and jump to the lowest ledge on the side of the pyramid. Quickly jump to the next ledge, turn right and jump to a third ledge and slide down. Climb up the ledge to the secret area in the upper right corner. Collect the Large Medi Pack, Magnum Clips and Uzi Clips.

3. Jump the ledge in the corner and pull the switch, return to the lava room and jump back to the entrance ledge. Turn left and jump to the pillar, turn left and jump to the column. Turn left and jump to the second pillar, now leap across to the doorway in the wall. Climb up and pull the switch at the end of the tunnel. Return to the tunnel entrance and jump to the left pillar, leap across the pillars and enter the tunnel. Follow the tunnel into a long hallway. Walk into the corner of the room to set off a hidden presure plate. Immediatly turn left and run up the hill, blasting the creatures and enter teh secret alcove. You only get once chance at this room, so load a previous game if you blow it. Grab the Large Medi Pack and Uzi Clips.



THE GREAT PYRAMID

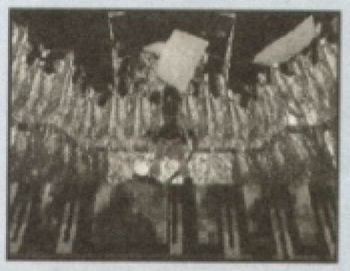
From where you begin, shoot the huge monster until it dies. Grab the Uzi Clips and enter the red tunnel. slide down the slope and push the block at the bottom three times. Run up the slope and push the second block once. Climb into the tunnel above and use the Save Beacon.

Run past the slicer and follow the tunnel, turn right at the intersection and push the block once. Return to the intersection and turn right, run past the red door and drop into the next room. Pull the block backwards once, then turn around and climb back into the tunnel. Turn left, move down and push the block once. Return to the red door and stand on the block and pull the switch. Turn around and run into the next room, turn right and jump to the dark ledge. Leap to the second and third ledges, run through the tunnel until you see a boulder. Run back to the door to avoid the boulder. Run up the tunnel again until you see a second boulder, avoid the same way as before. Run to the end of the tunnel and make your way past the collapsing tile. Grab onto the ledge before you fall and make sure your health is maxed out. While hanging from the hole, drop down to the floor below and run around the corner saving your game.



Shoot the Scion until it blows up. Turn and run through the door, shoot the three creatures then hang and drop through the hole in the wall. Turn around and jump across to the crevice, shuffle right and drop down the slope. Jump at the bottom of the slope to avoid the lava, then enter the door. Walk to the right side of the hill and down to the bottom which will activate a boulder. Now walk to the swinging blade and jump across to the ledge. Walk past the spikes to the middle of the ledge, face the doorway and perform a standing jump followed by a running jump to reach the door. Grab onto the crevice in the left-hand wall and shuffle right to the far edge. Drop down and walk to the middle of the ledge and back up to the edge. Jump back wards onto the slope and jump forward to the pillar, then save at the beacon.





Turn right and jump down into the tunnel, run forward across the three collapsing ledges and run into the tunnel behind the swinging blade. Turn right and enter the hallway, run down the slope and outrun the boulder. Jump over the boulder and grab the Small Medi-Pack, jump over the boulder again and turn right. Slide down the slope when the blade is on either side and jump from the end of the slope to a ledge. Drop down into the tunnel and run forward, grab the Small Medi-Pack and continue through the tunnel door. Pull the switch to open the door and go through. Turn right and collect the Uzi Clips, turn around and run forward to the lava hole. Let the boulder roll over you, then leap cross to the other side and grab onto the edge. Let the second boulder pass, then climb up and run to the next room. Drop down into the pool of water below, grab the Uzi Clips and swim through the tunnel into a new room. Climb up out of the water and use the Save Game Beacon.

Grab the Uzi Clips then run ahead into a large chamber. Use your Uzi and kill the final boss of the game, Natla. Back up and watch Natla, when she arises shoot her again. Run up the ramp in the corner and follow it up to the top. Jump across to the pillar then over to the next. Jump to the pillar below the door and climb up. Follow the path and drop down the hole onto a pillar, turn right and jump across to the ledge. Climb up and follow the tunnel forward to a slope, slide down to complete the game. Hoorah!!!



Exhumed

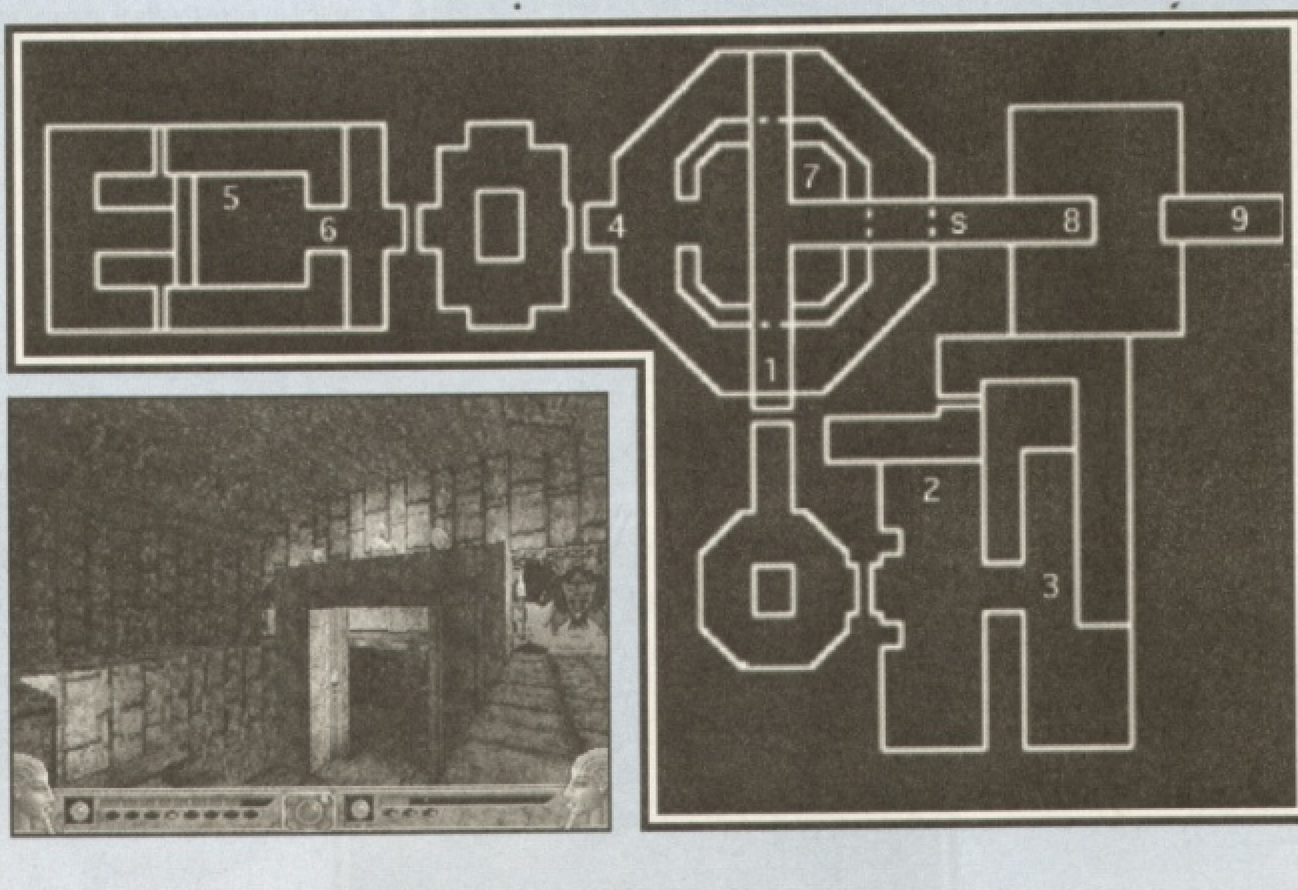
GUIDE: FINAL PART

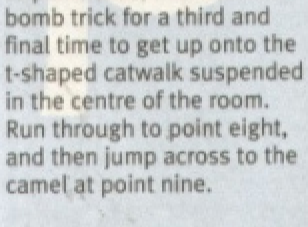
"It's the end of the world as we know it", sang rubbish American pop dinosaurs Rapid Eye Movements. And indeed this is the end, but fortunately not the end of the world. Instead, we present the end of our Exhumed guide. In five pages time, you'll have completed the game and Steve will have taken his copy outside and shot it. Because that's how much he hates it now.

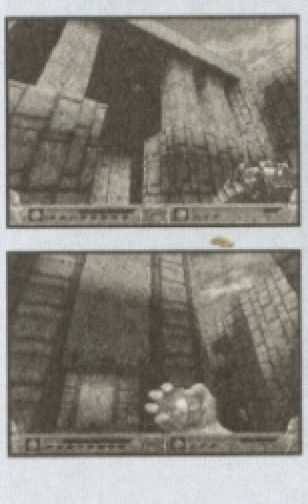


DESERTED SLAVE CAMP

Large chunks of this level can be skipped by using the bomb technique first employed last month, so make sure you have plenty of health at this point. To recap, look straight down and charge up an Amun Bomb. Now jump, and at the apex of your jump, release the bomb. You'll take some damage, but the blast will force you high into the air. Fortunately there are several full health restore pick-ups located about the level. In the first area of the level, you'll encounter a Lion Bitch; they are fast critters and have a damaging close range attack. Go through the door at point one, then go and shoot the skulls at point two to reveal a load of power-ups behind a destructible wall.Use the bomb trick at point three to get up onto the platform ahead and collect the Symbol of Earth. Hovering in the air nearby is a full health restore icon. Go through the Earth door at point four, then go to point five and use the bomb trick again to get up onto the raised area. The War Symbol is in mid-air at point six. Nex,t run through to point seven and use the bomb trick for a third and final time to get up onto the t-shaped catwalk suspended in the centre of the room. Run through to point eight, and then jump across to the camel at point nine.

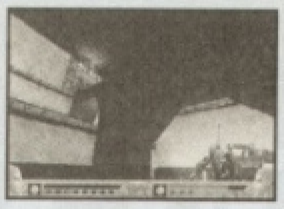




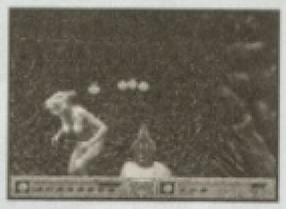


Exhumed 2? We want a Saturn only sequel Lobotomy!

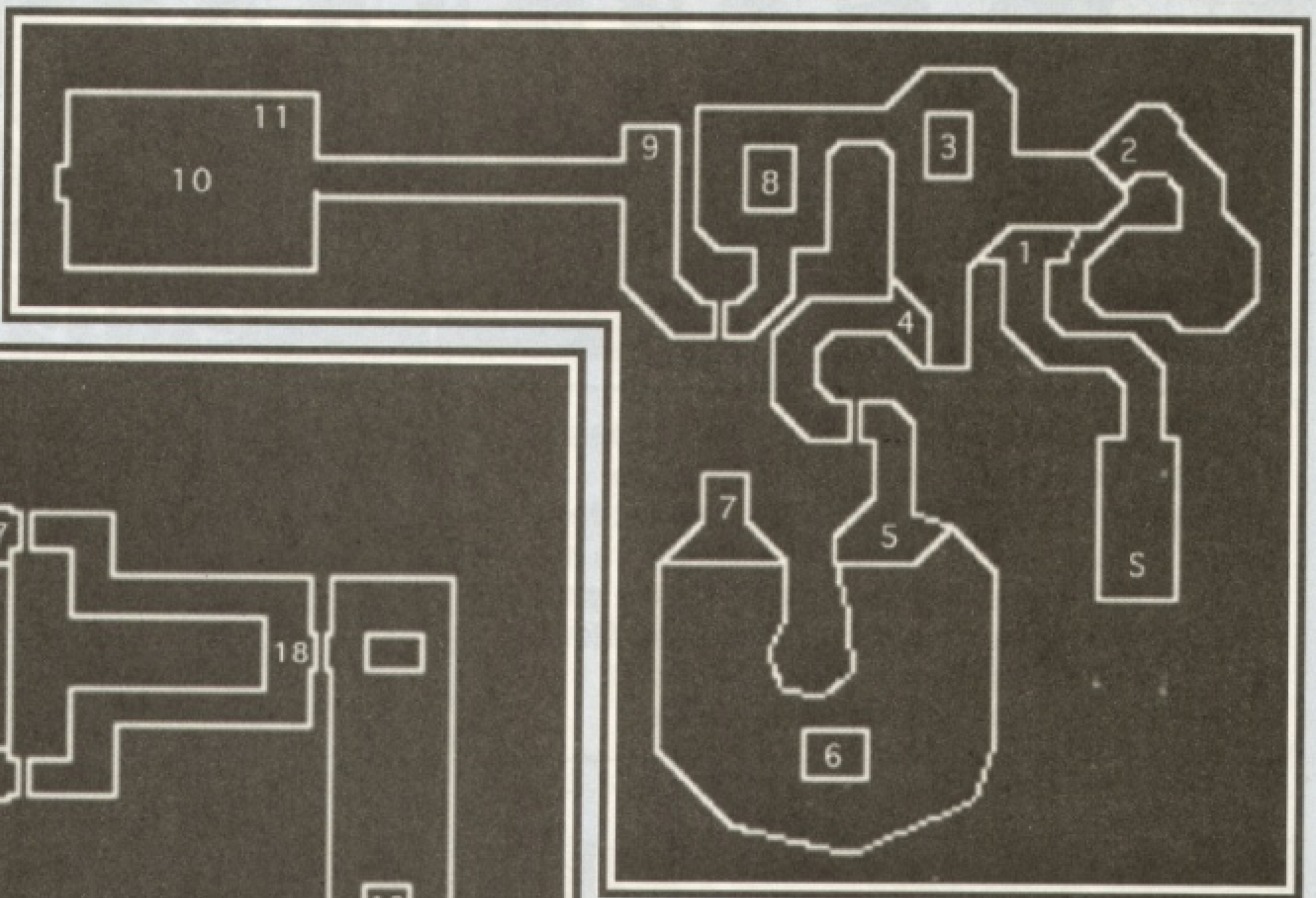
SELKIS PATH

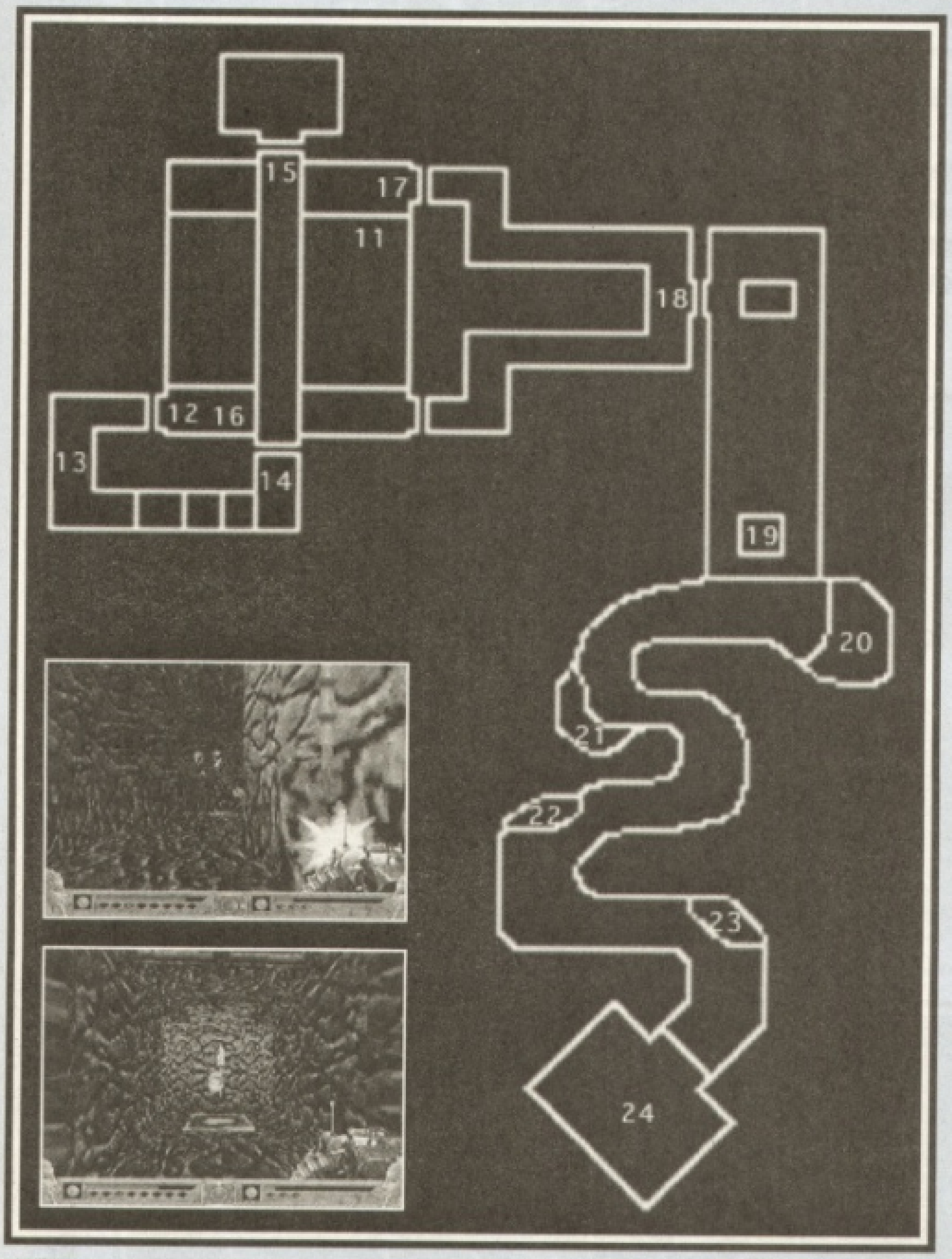






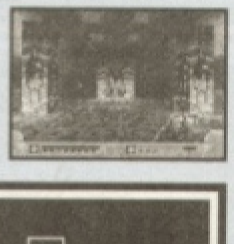
As we near the game's second boss, things start to hot up as this level is full of treacherous lava pits. Standing at point one, shoot the Mummies at point two then jump across to that point and run around the corner to collect the Symbol. Having done this, jump back to point one, then leap over to the small platform at point three, then turn round and jump across to point four.



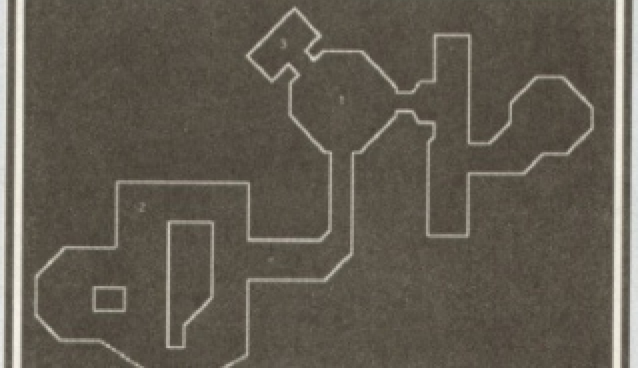


Passing through the door ahead will bring you out in a large lava filled cavern with a floating platform visible in the distance. Jump from point five to the platform at point six, timing your jump so that the platform is at its lowest point when you reach it. From here, jump off the platform at it's highest point and float round the corner to the next Symbol at point seven. Collecting the symbol will start up a load of fireballs, so dodge these carefully as you head back the way you came to point five. If at any point you fall off into the lava, use the bomb trick to get back up to safety. Next, return to point three, then jump to the right to point eight and go through to the next Symbol door. Avoiding the falling rocks, grab the full health restore at point nine, then run down the slope to point ten and take out the Mummy and Lion Bitches. Use the bomb trick to get up onto the ledge at point eleven. Hit the switch here then jump over to the opposite ledge and go through the door at point twelve before it closes. In the next passageway there are pressure pads at points thirteen and fourteen that both need to be activated to open the door at point fifteen. Both pads only operate for a short period of time, so don't hang about getting up there. Once through the door at point fifteen, collect the War Symbol, then drop down to point sixteen, hit the switch there and then jump across to the other ledge again to get through the newly opened door at point seventeen. The War door is located at point eighteen, and once through it, drop down the hole to a platform in the lava below. Jump across to the platform at point nineteen, then to the swampy ledge at point twenty. From here, use floating jumps and follow the numbered points round to the camel.

SELKIS BURROW



Run down the spiral staircase, through the door at the bottom and through the next room to another door. Through here, you'll see a large hole in the floor. Float down to point one. The second boss, Selkis, is to be found at point two. It is pretty quick, so as long as you keep moving, you shouldn't have too many problems with it. Once Selkis is dead, it will spew out a load of spiders that also have to be taken care of. Finally pick up the Kilmaat Sceptre at point three to finish the level.



BACK TO THE SOBEK MOUNTAIN SHRINE

Now you have the Kilmaat Sceptre, you can breach forcefield barriers. Enter the Shrine and turn left. Through the door, you'll see a forcefield in the distance on your left. Just walking up to it is enough to deactivate the forcefield, and doing this reveals the way to the Magma Fields.

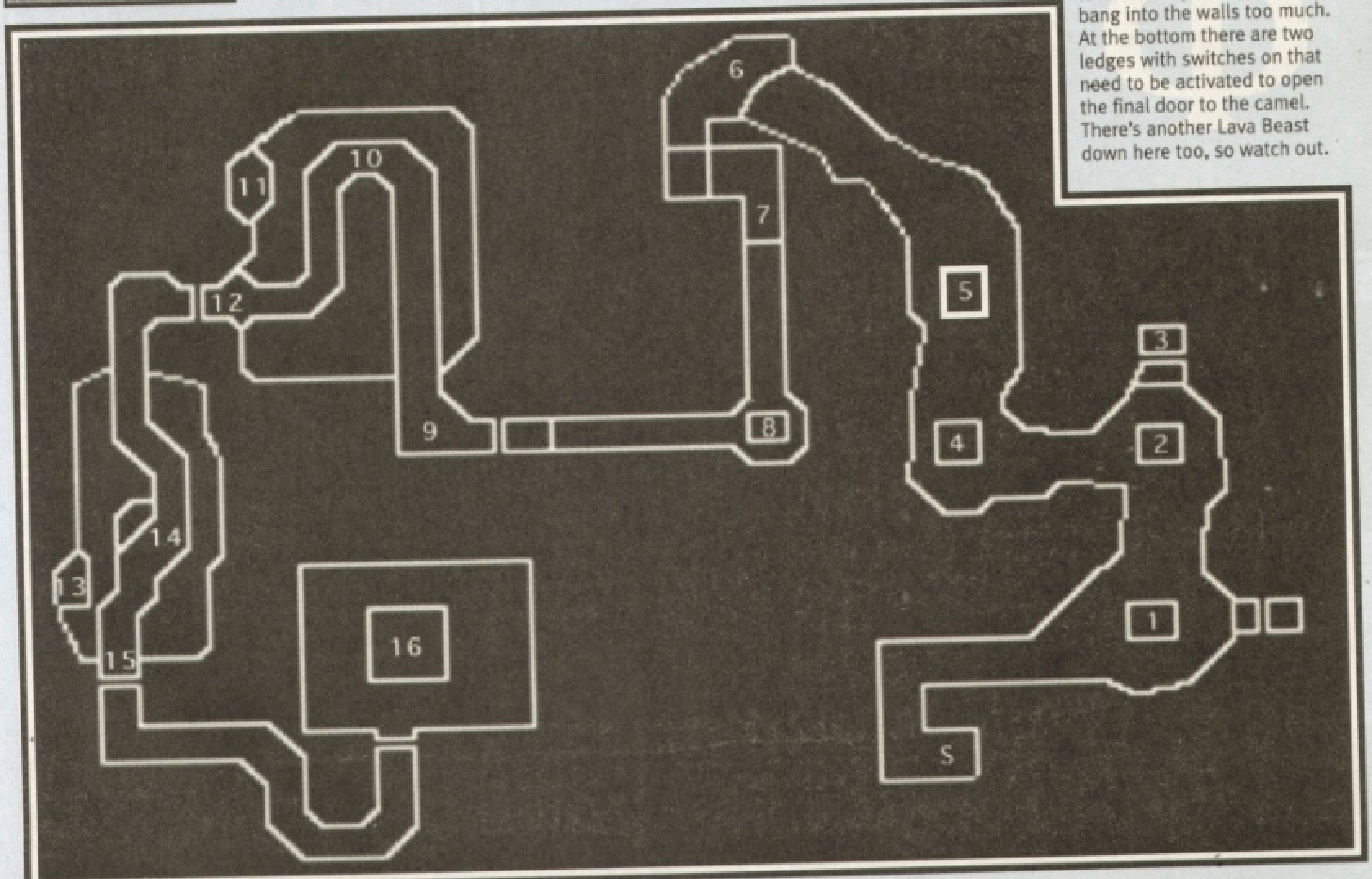


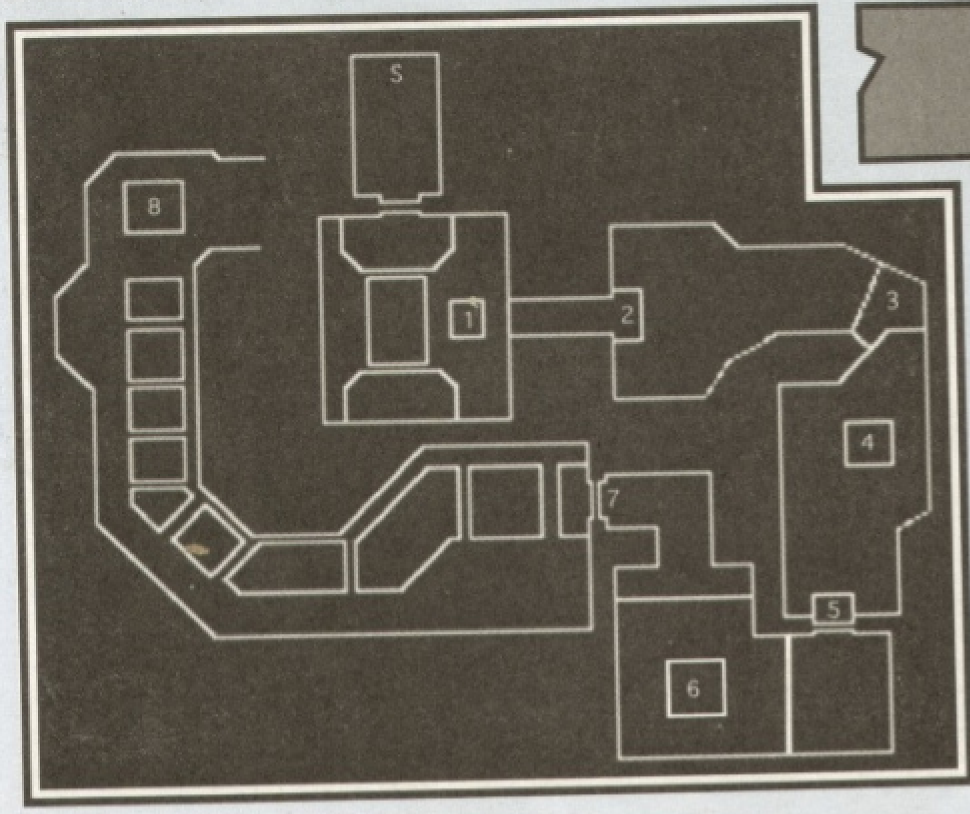
MAGMA FIELDS

As the name suggests, this level is also pretty lava packed. Do a floating jump to point one, then another to point two. Hit the switch at point three to shut off a fireball launcher, then go to point four via point two. Next do a floating jump over to point five, then another to point six, where you'll pick up the awesome Ring of Ra weapon. Take the lift ahead up to point seven then, avoiding the collapsing floor, jump across to the platform at point eight. Jump again to point nine, and take out the spiders and wasps in this room. Run around to point ten, then drop down to the ledge at point eleven, and then down to the switch platform underneath point ten. Flip the switch and climb back up to point ten pretty quickly, lest you wake the Lava Beast! Lava Beasts are hideous creatures that erupt from the lava and are a git to kill, so it's in your best interests to avoid them. The switch opens a door at point twelve, so run through it and hit the next switch at point thirteen. Climb back up to the path at point fourteen, then go through the door at point fifteen. In the room at point sixteen is a huge hole in the floor which, or course, you need to float down. However this time the hole twists and turns and it's lined with fatal lava, so take it slowly and try not to bang into the walls too much. At the bottom there are two ledges with switches on that need to be activated to open the final door to the camel. There's another Lava Beast down here too, so watch out.





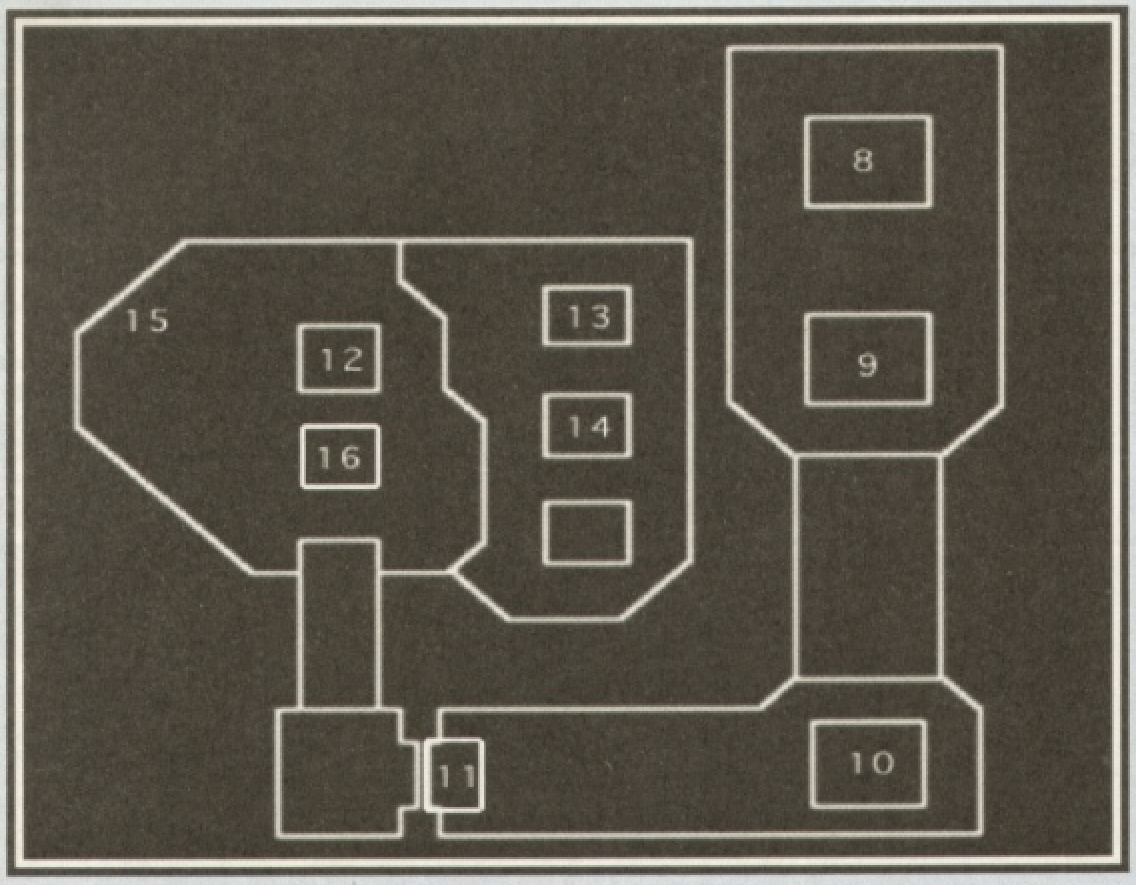


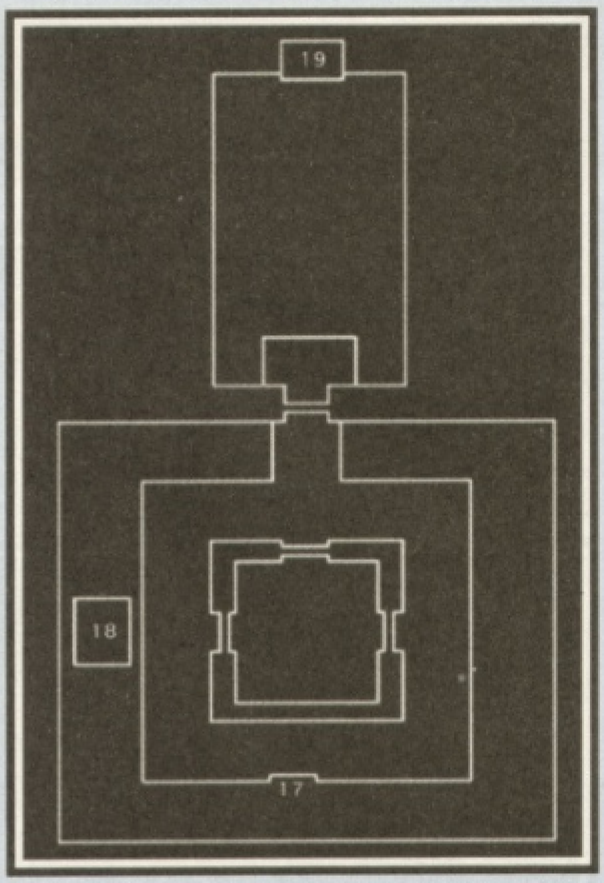


HORUS PEAK

Jump across to the floating platform at point one, then up onto the ledge at point two before doing a floating jump over to point three. Next, a series of floating jumps will take you to points four and five. Go through the door at five, and jump up onto the platform at point six. Through the door at point seven, you will see a bridge snaking off around the corner. As you run along this bridge it will collapse, so be careful. At the end of the bridge is a floating platform at point eight. Jump up to the platform at point nine, then do a floating jump over to the next platform at point ten. Jump across and head through the door at point eleven. The floor in the next room will collapse and fall down a chasm, but don't worry, as this leads you to the next area. Jump up to the moving platform at point twelve, then across to the next one at point thirteen and up to a third platform at point fourteen. From here, jump up to a large ledge, and pick up full health and weapon restores at point fifteen. There's another floating platform at point sixteen, jump onto it to reach the door at point seventeen. Jump on to the moving block at point eighteen to climb to a room that holds the Horus Feather. A door will open to your left. Go through it and levitate across the chasm by jumping and holding down the B button to reach the warp point at point nineteen.

If Exhumed still gives you hassle DON'T call Steve.

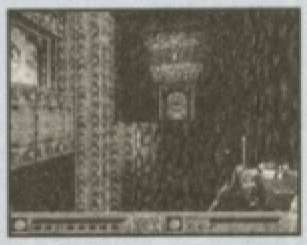




RETURN TO THE THOTH TREASURE RELIQUARY

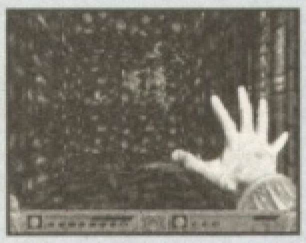
If you read last month's guide, you'll have a solution to this level. If you've reached this far on your own, then you'll know what you're doing. At the end of the level, instead of dropping down through the hole in the floor to collect the final key, run straight ahead and round to a lava pit. Levitate across the pit to a ledge on the far side. Throw a bomb at the discoloured patch of wall to blow through it and get to the camel.

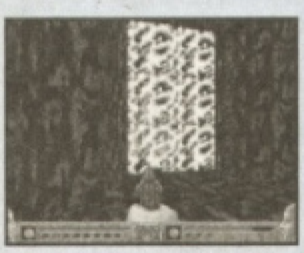
CANYONS OF CHAOS



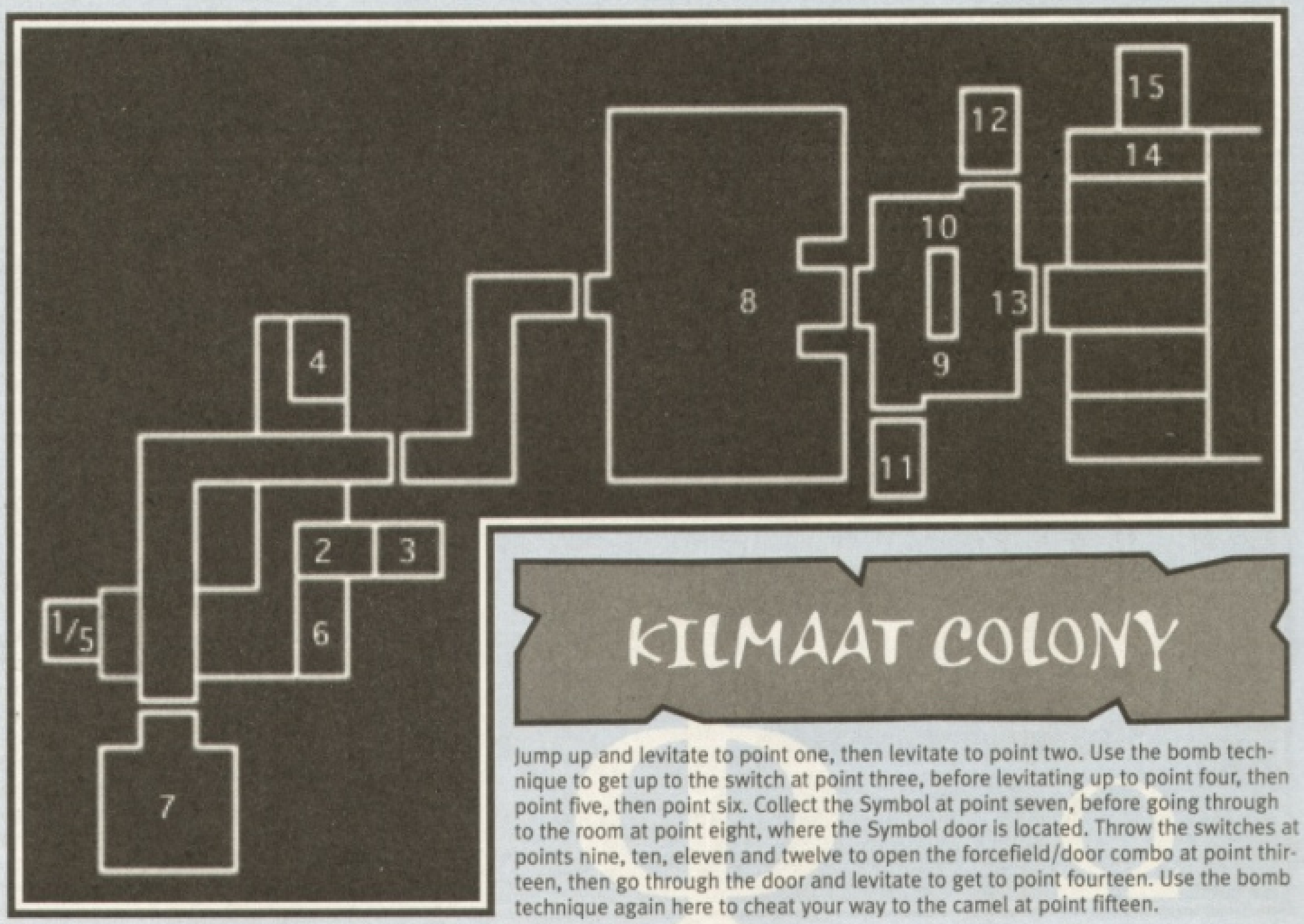
We don't know if it's a bug or what, but this entire level can be skipped be the simple tactic of walking into the camel at the start of the level. Doh. Before doing this, however, go to your left, taking out the Mummies, then levitate round to the left to pick up the final weapon, the Manacle. By holding down the fire button you can charge this weapon up to a huge burst of electrical power. The downside is that it only gives you four shots when fully charged.











KILMAAT COLONY

Jump up and levitate to point one, then levitate to point two. Use the bomb technique to get up to the switch at point three, before levitating up to point four, then point five, then point six. Collect the Symbol at point seven, before going through to the room at point eight, where the Symbol door is located. Throw the switches at points nine, ten, eleven and twelve to open the forcefield/door combo at point thirteen, then go through the door and levitate to get to point fourteen. Use the bomb technique again here to cheat your way to the camel at point fifteen.

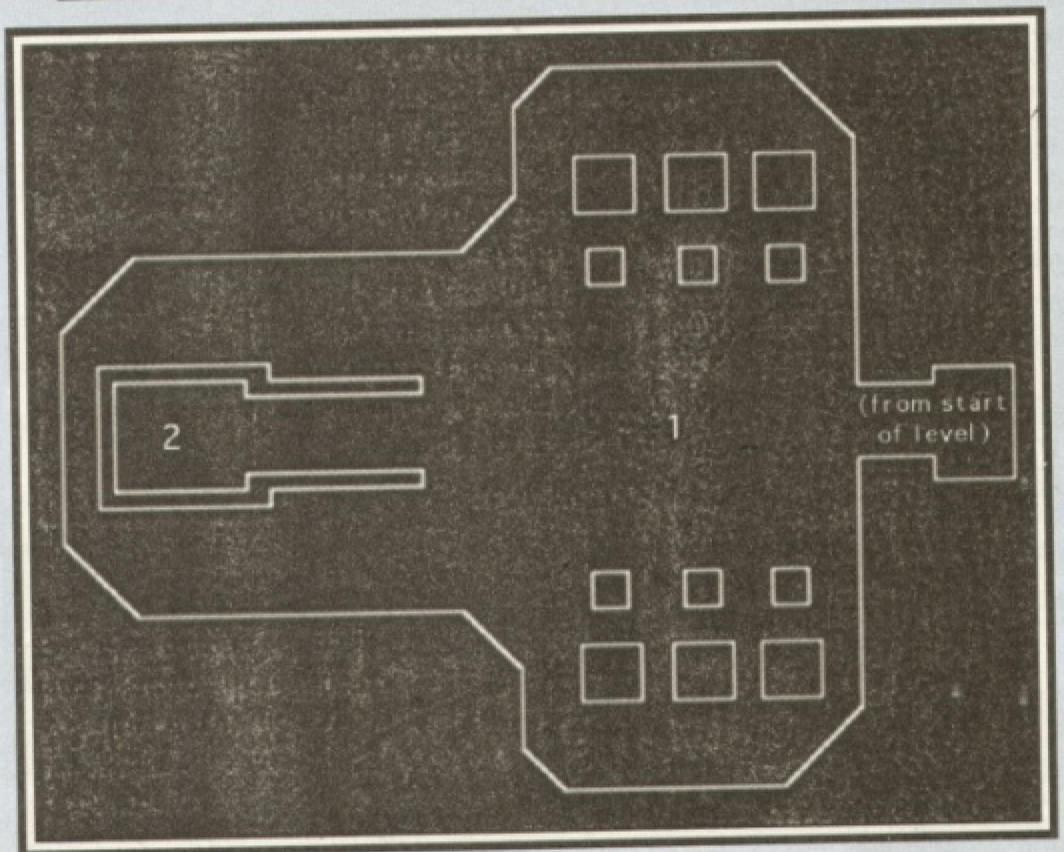
KILMAAT HAUNT

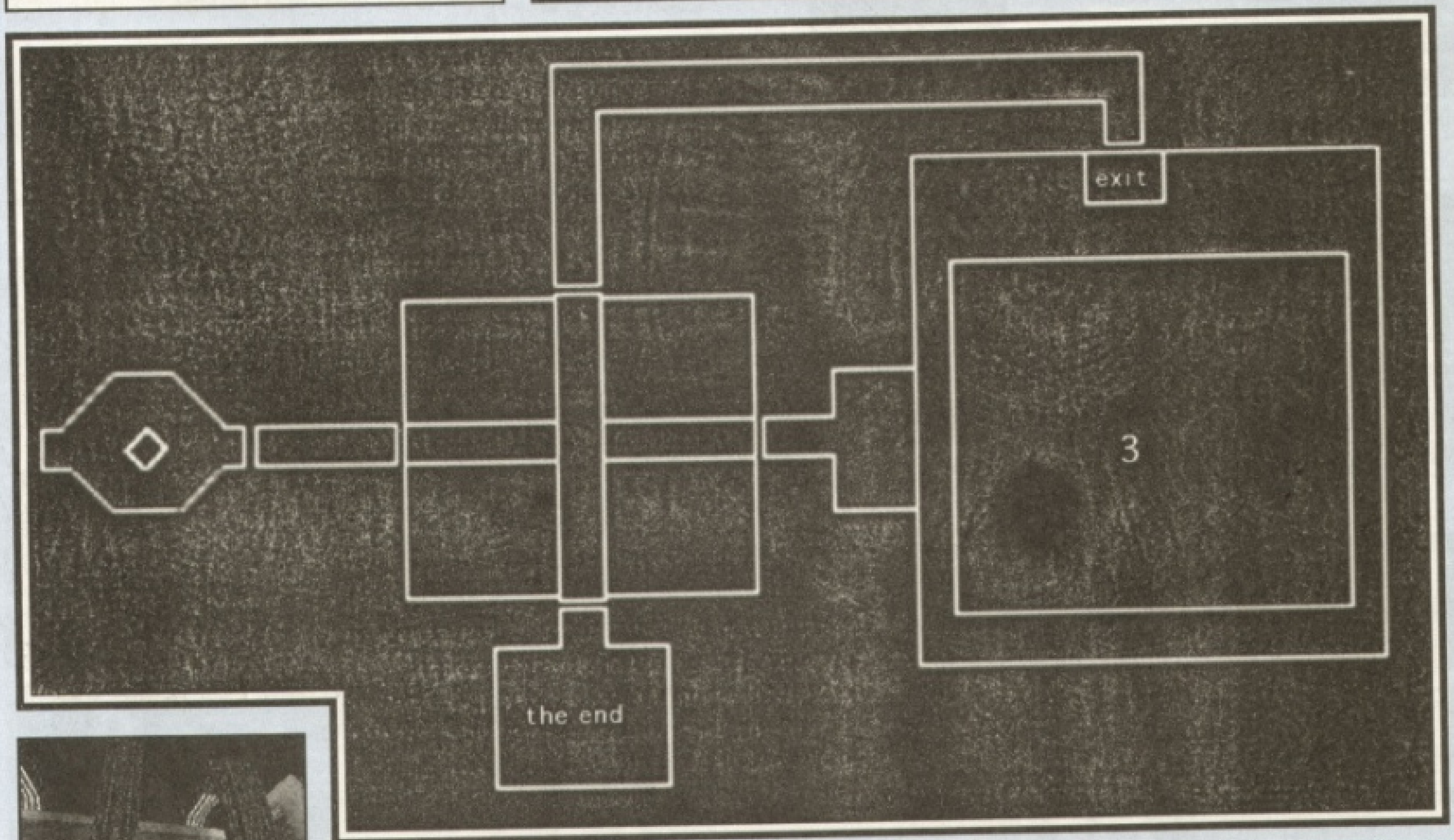


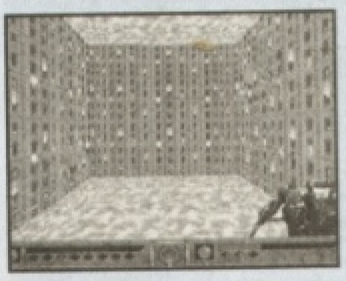
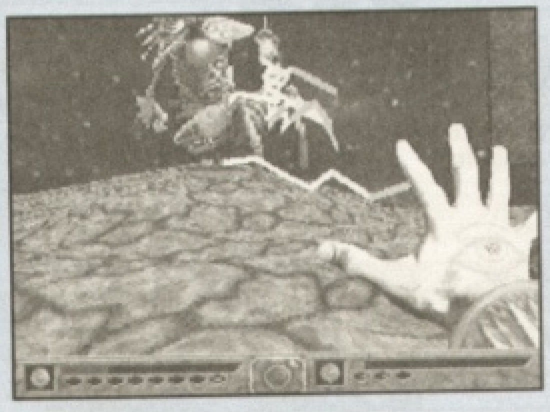


Go through to point one. To get into the Kilmaat Haunt, you have to give up all the artifacts you've collected by standing on the six pressure pads in this room. This will allow you to enter a teleporter at point two. When you re-materialise, run along the corridor suspended in space to Kilmaat's lair at point three. The best way to defeat the last boss is to constantly move round it by strafing and turning, and unloading all your weapons into it as you go. At the end, it becomes a floating head, and the best way to finish it off is to jump across to the exit door so it can only attack from one side. Once Kilmaat is defeated, go through the door that opens and follow the passageway to where Rameses body is kept. Collecting it will warp you back to Rameses' Tomb, where the old dead geezer will congratulate you.







THE END...

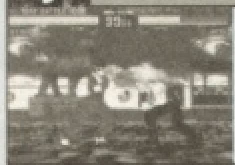
Once the Kilmaat beast is defeated, you'll return to Rameses' Tomb for the last time. If you collected all eight pieces of your transmitter, everything will be tickety-boo, but if not you'll get sealed into the collapsing Tomb and die horribly. Now that you have all the artifacts, collecting every piece of the transmitter is possible, so no excuses, okay?

DIRECTORY

The Directory contains what we reckon are the Top 50 games available for your console, all worthy of your cash. The Directory evolves as new releases force the lower echelons off the end and into gaming obscurity. Come back each month to see the effect of improving software. This month we thought we'd offer some mind-bending statistics based on percentage by genre of the games in the Directory. Bear in mind that these statistics don't represent the whole Saturn library, but then if it ain't in the Directory it just ain't worth it.

28% of games in the Directory are shoot-'em-ups, which is perhaps surprising considering the amount of quality beat-'em-ups available. That genre ties for equal second with sports games, at 18%, although it's interesting to note that most sports titles are to be found in the lower reaches of the listing. Next up are racing games, with a 10% presence, followed by RPGs with 8%. What can only be described as action games (ie. Tomb Raider) attain a remarkably low 6%, while puzzle and strategy games also tie with 4%. Last up is the trusty old platformer with 2%, now only represented in the chart by BUG! Sonic 3D should chart high in next month's Directory though.

1 Virtua Fighter 2



AM2's arcade classic. The sine qua non of 3D fighting games.

Reviewed: MM37
Tipped : MM41/42
96

2 NiGHTS



A breathtakingly original piece of action gaming from Sonic Team.

Reviewed: MM48
Tipped: MM49/50
96

3 Sega Rally



An exquisite driving game and an awesome AM3 conversion.

Reviewed: MM38
Tipped: MM42/43
95

4 Fighting Vipers



AM2's no-holds barred saucy brawl-'em-up.

Reviewed: MM49
Tipped: MM50
95

5 Tomb Raider



Forget FMV, this is what 'interactive movies' should be like.

Reviewed: MM50
Tipped: MM51
94

6 Virtua Cop 2



It's pretty much arcade perfect. That's all the encouragement you need to buy it.

Reviewed: MM51
Tipped: MM52
94

7 Exhumed



3D Egyptian Doom-fest of exceptionally rich game design.

Reviewed: MM47
Tipped: MM51/51
94

8 Street Fighter Alpha 2



Capcom's unparalleled and uncompromised arcade smash.

Reviewed: MM50
Tipped: MM50
93

9 Daytona USA CCE



Remixed and extended. Everything the original never was.

Reviewed: MM49
Tipped: MM50
93

10 Worldwide Soccer '97

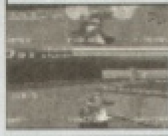


Soccer in its most realistic and detailed form.

Reviewed: MM49
Tipped: MM50
93

11 Virtual On

Quirky robot combat that won't appeal to everyone, but it's a corker nonetheless.



Reviewed: MM51
Tipped: MM51
92

12 Die Hard Trilogy

The ultimate film license gets a Saturn interpretation that's actually very good.



Reviewed: MM52
Tipped: MM53
NEW ENTRY!
92

13 Actua Golf

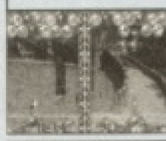
Everything a golf gamer would want it to be.



Reviewed: MM49
Tipped: N/A
92

14 Bust-a-Move 2

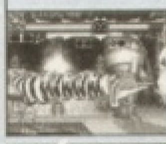
Incurably infectious simple puzzle gameplay for two.



Reviewed: MM49
Tipped: MM50
92

15 Night Warriors

Stunningly sharp 2D beat-'em-up from Capcom.



Reviewed: MM44
Tipped: MM45
92

16 Olympic Soccer

Speed and action successfully emphasised.



Reviewed: MM47
Tipped: N/A
91

17 Ultimate Mortal Kombat 3

Komprehensive konversion that should please MK fanatics.



Reviewed: MM44
Tipped: MM48
91

18 Magic Carpet

Epic magical adventure, ingeniously assembled.



Reviewed: MM40
Tipped: MM51
91

19 Thunderhawk 2

Stunning war action, excellent 3D graphics.



Reviewed: MM37
Tipped: MM39
91

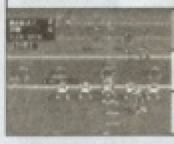
20 Virtua Fighter Kids

Why? Don't ask, just play.



Reviewed: MM48
Tipped: MM48
91

Congrats to Probe as Die Hard Trilogy goes in at No. 12!

21 Madden NFL '97
After a few years in the wilderness, Madden is back and bigger than ever

Reviewed: MM51
Tipped: MM51
91

22 Dark Saviour
Enthralling and unique RPG with political overtones. Conspiracy!

Reviewed: MM52
Tipped: MM52
NEW ENTRY!
90

23 Command & Conquer
The quintessential wargame finally gets a Saturn release. And damned fine it is too.

Reviewed: MM51
Tipped: N/A
90

24 Virtua Cop
Target-shooting gangster game with textbook playability.

Reviewed: MM37
Tipped: MM42
90

25 Shining Wisdom
Graphics not important. Excellent story RPG.

Reviewed: MM40
Tipped: MM45/46
90

26 Panzer Dragoon Zwei
Awesome, but short, shoot-'em-up 'ride'.

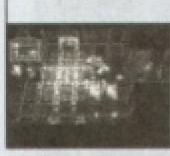
Reviewed: MM43
Tipped: MM44
90

27 BUG!
One of few worthy Saturn platformers.

Reviewed: MM35
Tipped: N/A
90

28 Guardian Heroes
Quirky scrolling beat-'em-up. Treasure's legendary intensity.

Reviewed: MM40
Tipped: MM41
90

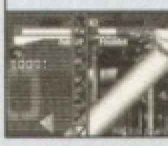
29 Loaded
Relentless, sadistic plan-view shooter. Go berserk!

Reviewed: MM44
Tipped: MM45/47
90

30 Alien Trilogy
The atmosphere papers over the weaknesses.

Reviewed: MM48
Tipped: MM51
90

31 Street Fighter Alpha
Overshadowed by it's big brother, but still up there with the greats.

Reviewed: MM50
Tipped: N/A
89

32 X-Men: COTA
Classic 2D combat game let down slightly by PAL format.

Reviewed: MM39
Tipped: MM40
89

33 Story of Thor 2
Precious gameplay hidden in the depths of this RPG.

Reviewed: MM47
Tipped: MM49/50
89

34 Blam! Machinehead
Beefy blaster product of warped minds.

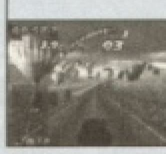
Reviewed: MM49
Tipped: N/A
88

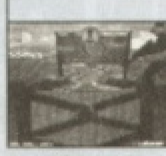
35 Tempest 2000
A fine conversion of the classic Atari shoot-'em-up.

Reviewed: MM52
Tipped: N/A
NEW ENTRY!
88

36 A.M.O.K
3D shoot-'em-up with Desert Strike's mission structure.

Reviewed: MM50
Tipped: N/A
88

37 Need for Speed
Reckless road racing with a highly developed sense of speed.

Reviewed: MM45
Tipped: MM51
88

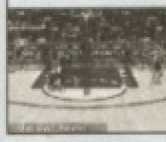
38 Wipeout
Excellent concept racer on futuristic speeders.

Reviewed: MM43
Tipped: MM44
88

39 Athlete Kings
Hi-res multi-sports action. Generally acclaimed.


Reviewed: MM47
Tipped: MM49
88

40 Euro '96
Official football festival with plenty of supporters.

Reviewed: MM45
Tipped: MM46
88

41 NBA Action
Sega's underrated, but well made basketball sim.

Reviewed: MM50
Tipped: MM48
88

42 Street Racer
The closest you'll get to Mario Kart on a Saturn

Reviewed: MM50
Tipped: N/A
87

43 Mystaria
Shining Force-style adventure in scale and gameplay.

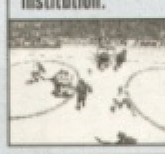
Reviewed: MM40
Tipped: N/A
87

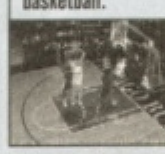
44 Gungriffon
Tactical Mech War in a heavy duty shooter.

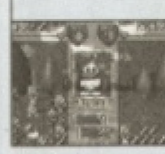
Reviewed: MM45
Tipped: MM46
87

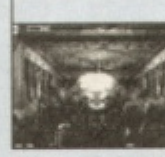
45 NHL Powerplay Hockey '96
Fantastically slick adaptation of the sport to console.

Reviewed: MM46
Tipped: N/A
87

46 NHL '97
A Saturn update of the perennial EA Ice Hockey. Now a minor institution.

Reviewed: MM52
Tipped: N/A
NEW ENTRY!
86

47 NBA Jam Extreme
The first polygon update of William's over the top interpretation of basketball.

Reviewed: MM52
Tipped: N/A
NEW ENTRY!
86

48 Baku Baku Animal
The coolest, maddest Tetris puzzler ever.

Reviewed: MM40
Tipped: N/A
86

49 Space Hulk
Spooky monster strategy/action game.

Reviewed: MM47
Tipped: N/A
86

50 Worms
Ugly, amusing team strategy game with its hardcore fans.

Reviewed: MM39
Tipped: MM49
86

MEAN MAIL

Drivel about the N64, stuff about Worldwide Soccer, and some rather confused young men. Have your say, write to GREEN MAIL, MEAN MACHINES SEGA, 30 32 FARRINGDON LANE, LONDON, EC1R 3AU or e mail stevo@otaku.com.



THE N64 WILL BE GREAT!

Dear Junk Mail,
Sega Sucks! The Nintendo 64 is the only console worth owning (apart from other Nintendo consoles). The Smegadrive smells, so does the Smega-CD. The Sadturn has stupid loading times, unlike the N64! Every N64 game released (all 8!) screams quality. I'd love to kick Andrew Clarkson up the butt! Sadturn better than N64? It's not even better than the GreyStation (which is pretty bad anyway). Your magazine is crud. I only get it becuase my brother reads it (he has a Smegadrive). NMS is cool x infinity. Seal could have Yob any day. I'm off to gawp at the latest N64 screenshots and laugh at the poor quality Saturn rubbish.
Yours,
Wayne Kerr, Bellendia

Ste: Sounds to me like he's never actually played an N64 if he's gawping at screenshots.
Gus: I'd rather be playing games than looking at screenshots.
Nick: Crusin' USA on the Nintendo — enough said, it's blinkin' terrible.
Ste: After being disappointed with Mario Kart, I don't think I want a Nintendo anymore.
Gus: Contrary to what you may think, Wayne, we were quite looking forward to some of these N64 titles. But many of the eight have turned out to be crud and the Japanese are not pleased.
Ste: If Starfox is rubbish I'll be really pissed off.

WELL I NEVER

Dear Steve,
I have discovered a 'cheat' for Christmas NiGHTS. The game contains special features which are triggered on special dates, this uses the Saturn's internal clock, so to access the special events the clock should be changed to one that will trigger them.
Yours sincerely,
Stephen Roberts, Camarthen

Nick: Nice one!
Gus: God, we really didn't know that, which is why we did a big feature on the game's clock-related antics in the last issue.
Ste: You should say why we DIDN'T do a feature, since we don't know about it.
Gus: That's irony, Stephen. Check your MEAN MACHINES literary companion for use of.
Ste: Sorry, I won't do it again.
Gus: Now, that's SARCASM.

YOUR POINT BEING?

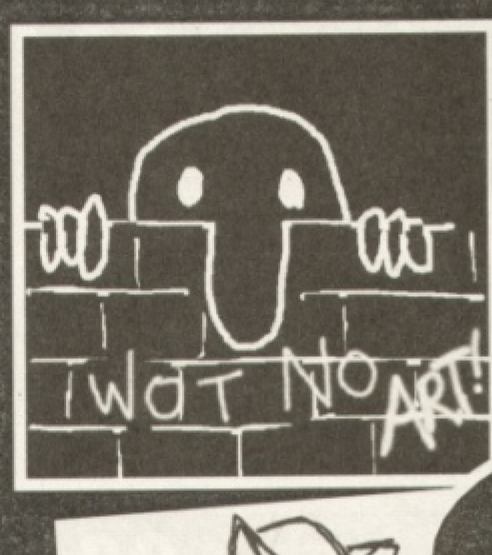
Dear Mean Mail,
I think that Worldwide Soccer '97 is the best soccer game out just now. The graphics are superb, especially the international team kits and the way they have designed Bulgaria's, Spain's, Croatia's kits etc. Anyway, I was disappointed when I read the manual, because it didn't tell you any of the special moves etc. Anyway I think it's time someone produced a Formula One game for the Saturn, but not Psygnosis! Also I am getting sick and tired of PSX owners who think they have the best console in the world. I mean it takes PlayStations about 3 minutes to load, when it only takes the Saturn 10 secs. If only PSX owners realised how cocky and sad they are being.
Yours,
Russell McFarlane, Edinburgh

Matt: I think an F1 game would be a great idea, and if Psygnosis did it themselves instead of farming it out, it could be cool. But then, the inevitable comparisons would be made.
Ste: Some competition for F1 would be good.
Gus: Well, there are plans underfoot, check out the gossip section.

I WANT MORE!

Dear Mean Mail,
Having just completed Tomb Raider and Exhumed for the third time each, can you tell me will it be worth me getting Doom and Hexen or Die Hard Trilogy, or should I wait for Duke Nukem and Quake as I am very desperate for some more brilliant gameplay. I was going to get Space Hulk and Alien Trilogy, but decided on your recommendation to get Exhumed and Tomb Raider instead and boy was I pleased! I hope they make a Tomb Raider 2 as there are no games like it on the Saturn. On PlayStation there is Time Commando, Fade to Black, Resident Evil, and many more, so why limit us to just Tomb Raider. Surely its success means there's room for more great games like this. It was the same with Doom-type games, one minute there was Robotica

MEAN ART



SEND US YOUR ARTWORK OR FILTHY NICK WILL COME ROUND YOUR HOUSE AND TRUMPET IN YOUR FACE. SO THERE...

CALL THAT ART? I COULD PULL BETTER ART OUT OF MY...





If you can do better than my crayon drawing of Sonic, you could win a prize! Send your pics to the usual address kids.

BEST LETTER

THAT TOYS 'R' US MAGIC

Dear Mean Mail,

Wicked mag mates! Keep it up! I am getting really pissed off with all the muddy funsters who have PlayStations. My story starts a month ago, when I started looking for a good deal on a Saturn. On one of my trips I wandered into Toys 'R' Us to see if they had one under-priced, being the nobs they are.

(Crispin then rambles on for ages about how the PlayStation gets loads of shelf space in shops like Toys 'R' Us and the Saturn doesn't.). Basically it seems that Sony has been paying these companies to give them stacks of room and give the Saturn a shadowy corner and in both cases the PlayStation is the only one you can get your hands on and play right there. Then I started thinking about the N64, it was in development for so long us Saturn owners started thinking "Oh sh*t, if it's been development for so long it must be brilliant, arcade perfect" But when it came out it wasn't as good as we expected, in fact it was crap. Nintendo say they didn't bring it out in the Saturn/PlayStation war as a tactical move, but they could have kicked the two consoles arses right there if it was as good. The truth is they felt threatened by the Saturn and even PlayStation. Also you should see some Nintendo mags, they take the piss out of any console and you were doing that five years ago! They do this to keep the fans reading, buying Nintendo consoles and not walking away to Saturn and if that involves lying then that's what they'll do.

Yours,

Crispin Munns, Brandeston

Ste: He's a bit upset!

Gus: He has a point about the display of consoles. The conduct of some of the big stores over Christmas HAS SUCKED. Many of the big chains, and I'm inches from naming names, have shafted Sega in pursuit of the few extra quid Sony throw their way to buy shelf space. Time and again the British games industry is in the hands of some tosser who only knows about toasters and microwaves and demands 25% profit margin on every poxy title he sells. That's the situation, kids. Buy your games from independents.

Ste: I've never felt the need to buy games from the same place I bought my kettle.

only, now look, soon there will be about ten and all very successful. Please tell me your views.

Yours,

Wayne Smith, Colchester.

Ed (CVG): Doom!

Ste: Um, yes.

Gus: Apart from Doom which was a travesty, the 3D games have been quite good. We've had pretty much confirmed reports that Resident Evil is being converted, there will be Tomb Raider 2, and Quake might be Saturn only title.

Ste: Time Commando's rubbish.

Matt: I'm worried we'll see a glut of Tomb Raider games, and the whole thing will become very boring.

Ste: The thing that worries me about all those first person perspective games is the lack of a two player option. I mean, Quake is a multi-player game, there's no doubt about it.

Nick: No it's not, unless you're very rich and you've got two PC's.

Ste: There's the Internet accounts.

GET A LIFE PSX OWNERS!

Dear Mean Mail,

I've written in to reply to the letter in issue 50 from the PSX owner. All I can say is GET A LIFE! The reason the PlayStation sells a lot is because it's cheaper than the Saturn! Granted the PlayStation has good games, but Sega has nicked half of them. Look at the line up of games Sony can only dream of: Virtua Fighter 1, 2 and Kids, NiGHTS, WWS '97, Virtual On, Sega Rally, Daytona CCE, Fighting Vipers. I rest my case. So "PSX Owner", go and find some dog turd for your tea, you SAD GIT!

Yours,

Samuel Bridgett, Farnham.

Matt: I thought you said the standard of letters was improving.

Gus: They don't need to go out and find a dog turd — they can just have one of their collection of PSX games.

Ste: That's unusually snide of you, Gus.

Gus: I've had a bad day, the hard drive's gone on the grabber.

DEATH TO THE SATURN!

Dear Mean Mail,

I can't see the fuss about 32-bit computers, because as soon as the Nintendo 64 reaches Britain, that's it! It is obvious that 64-bit is better than 32-bit, the reason? Well a) it's more powerful and will probably last longer, b) HARDER games, and most important of all c) better graphics and playability. However, it is your opinion on what is the best machine ever. If you want good graphics, get a PlayStation, but if you want excellent games, get a Saturn. And if you want graphics, gameplay and sound, then get an N64. But I say let Sega rule for as long as possible.

Yours,

Matthew Bullman, Castleford.

Gus: So we printed your letter.

Ste: Never ever phone us again. Anyway, if you want graphics, sound and gameplay, get a Spectrum. The Jaguar was allegedly 64-bit, look at that.

Matt: I reckon people just wait around for the next machine coming and say "I'll get that."

Gus: I think Nintendo has done a good job with the hype. People have unrealistic expectation about the N64, and they'll be disappointed. We know, we've played the games.

SANDRA BOLLOCKS HERE...

You're getting the idea now. Send us more e-mail to stevo@otaku.com. Send it. Send it now you fools.



YOB'S COLUMN

HIGHLIGHTS OF A LOAD MORE TOSS FROM THE VARIETY CLUB BUS...

For your information, Papworth Everard is famous for it's heart transplanting hospital....

Martin Conway, Papworth Everard

YOB: Yeah? So what. I'd rather live in a city famous for, well, all the things London is famous for, than some dull old village with a hospital in it. Get a life Conway.

You printed my letter in issue 51. You didn't print my name on it, it was the first letter of your column...

Paul Radcliffe, Bootle

YOB: Well, thanks for the info. I've sent Steve out to write your name into every copy in Biro, so I hope you're happy now. To be quite honest, no one apart from you gives a toss that we printed your letter, so leave it, alright?

So what dat mir a saver for the satrun?

Phil Sawyers, Wainscott

YOB: Well, we get all sorts write in to Mean Mail. Sensible people, complete nutcases, and this guy here, who takes the prize for being the most unhinged, weird and generally sad git who's ever written in ever, ever. And I mean ever.

...you smell of cat piss and the birds use your column for target practice you pathetic, sorry waster. You haven't got a girlfriend and all the people in the street you walk past laugh at you and mumble about your stench behind your back...

Anon, Birmingham

YOB: At last, someone with the guts to write in and be really abusive. Shame you're not hard enough to include your name you sad case. Come and have a go. Come on then!

Our designer can't draw, it's official!

Q&A

"C'mon ladies and gentleman. Roll up, roll up and ask the MEAN MACHINES Editor, the luverly Gus, a tricky question or two. No problem is too big, no answer is too informative. If you wanna know what Mark Maslowicz eats for breakfast or whether Nick changes his underpants more than once a month then the mighty one is the man to write to. Send all letters to: Q & A, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

FIND A NEW JOB

Dear Gus,

Please answer my questions as I have written to you (and Steve Merret) loads of times and you've never answered me yet.
1) I have a Saturn and I am very pleased with it but sometimes when I turn it on, there is no sound apart from a low humming noise and I have to keep turning it on and off until the sound comes back. What's wrong with it?
2) One of my fave games of all time is Gunstar Heroes on the Megadrive and I still play it on my Megadrive a lot. Is there any chance of a Saturn version?
3) What about Wipeout 2097?
4) Isn't Yob a bit annoyed that you only gave him a measly little column?
5) Will Virtual On be out by Christmas?
6) Does Wild 9s look up to Earthworm Jim standards?

Simon Pike, Somerset

GUS: Never answered, you say? Maybe it's because you're from Somerset. But just for all you cider drinkers...1. I've no idea. My own Saturn has lots of tricks, like ignoring disks, but they're all intermittent. Unless it becomes frequent, I'd leave it. Don't leave it plugged in when not in use, and definitely don't leave it on for hours unattended — that wears out the drive. 2. There was a rumour some time back of a Saturn update using a new name, but the only definite Treasure project at the moment is Silhouette Mirage. 3. Psygnosis has made no announcement of a conversion. 4. He's bloody mad. 5. Irrelevent question. 6. Beyond them.

GIVE UP JUNK FOOD

Dear Sir or is it Madam?

1) Will there ever be a sequel to Sega Rally?
2) Will Winding Heat ever be available on Saturn?
3) I think that WWS '97 is a big load of sh*t and I don't know what all the hype was. I purchased it about two months ago AND IT IS A LOAD OF RUBBISH! I think Victory Goal and Olympic Soccer are the best football games on the Saturn.
Yours,

Mr T and Mr B, Nowheresville

GUS: 1 There's an arcade sequel due for 1997. 2. No. 3. You are both sad and mad to believe Victory Goal is better than WWS '97. Go back and play it, then write again begging for forgiveness.

WEAR EXPENSIVE SUITS

Dear Gus,

1) Does Fighting Vipers have the intro off of the arcade version where they are all posing in front of that big mirror?
2) Is Sega Touring Car coming out on the Saturn?
3) Is X-Men Vs Street Fighter Saturn bound?
4) When is Duke Nukem 3D out for the Saturn?
5) I was looking through a Comet catalogue, and the Saturn looked different, especialled the control pad. Is this the new Flash Saturn you were talking about a few issues ago?
6) Which is the best out of Doom and Hexen?
Thanks a lot,

Ian Ochiltree, Maidenhead

GUS: 1. No, it's a new intro. 2. Yes, the Virtual On team are on it. 3. Yes, expected May. 4. Summertime, the deal is signed. 5. Flash Saturn is a Japanese version, but the pad has been redesigned along the lines of the Japanese pad, which has more sensible shoulder buttons and is generally more comfortable. 6. Doom is crap, Hexen looks alright.

GO SWIMMING AGAIN



Ben Falck wants to know if Virtua Cop 2 is better than its predecessor. Can Gus resist replying with a cheeky answer?

LESS LATE NIGHTS

Dear Gus,

Please answer my questions,
1) What's best, Daytona CCE or Sega Rally?
2) If I had VF2, would it be worth getting Fighting Vipers?
3) For NiGHTS, does the analogue pad offer any extra functions?
4) How much better is V. Cop 2 than V. Cop?
5) When will the Saturn 2 be released in Britain?
Yours,

Ben Falck, North Wales

GUS: Well this is a first, the only letter we've ever received from sunny Wales! Home of miners, leeks and dodgy relationships with sheep. Anyway, here are your answers: 1. Sega Rally. 2. Wait for Fighters Megamix and get the best of both worlds. 3. The analogue control gives you a much more precise control over NiGHTS movements, but you can't do anything different. 4. It's about twice the size, has far better graphics and more variety. It's a major advance. 5. There is no Saturn 2 as yet.



Will the Saturn ever receive a classic Star Wars game such as the awesome N64 title, Shadows of the Empire?

Dear Gus,

First I'd like to congratule you and the team on your fine mag. Here are my questions:
1) When will FIFA '97 be released? I'm a FIFA maniac and I can't get enough!
2) I'm also a Star Wars fanatic. Will there be any Star Wars games on Saturn?
3) In Dixons I picked up Fighting Vipers, and on the back of the box it said one player. Is this true?
Yours,

Michael Lindridge, London

GUS: Thanks. 1. February we believe, but all the other formats have been heartily slagged off. 2. None we know off. 3. Oops, a major blunder by Sega. It's two-player.

GO TO THE LIBRARY

Dear Gus,

I think the new look is really good, keep up the good work.
1) What Formula One racing games are currently available for the Saturn, and which is the best?
2) When will Sonic X-Treme be released?
3) How and when will I be able to get Christmas NiGHTS?
4) Will you be giving away another demo disc soon?
Yours,

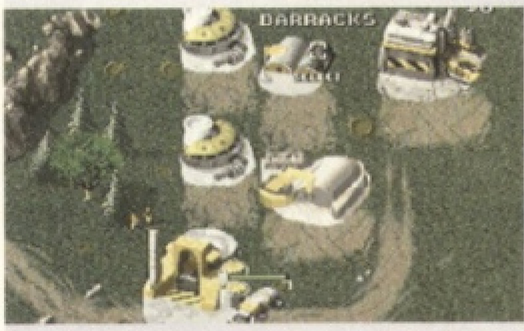
Adrian O'Toole, Co. Kildare

GUS: Cheers, we aim to continually refine the mag's look. 1. Surprisingly, there is only F-1 Live Information from Sega. It's okay but not brilliant. A lot of people would really like to see the Pysgnosis game on Saturn, but there's no news of a conversion any time soon. 2. The new Sonic game from Yuji Naka (it's doubtful whether the title 'Extreme' will be used, is due September. 3. The time has passed for Christmas NiGHTS, but try giving Sega a call on 0171 996 4620. 4. We do have plans to do more cool demo discs throughout the year. We'll keep you posted.

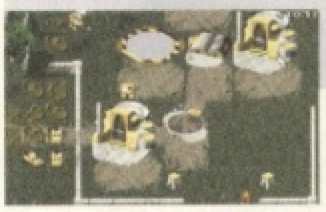
SO WHAT DO I DO?

GDI STRATEGY

Some missions can only be completed once a base has been constructed and an army built. Other missions require you to use the infantry designated in order to take out targets such as







radar sites and camps. Some require you to protect buildings and vehicles in order to progress to the next mission. If a M.C.V has been assigned to your troops, then a base must be built and strengthened. Quickly deploy your construction yard followed be a power plant then a Tiberium Refinery. Once your harvester is up and running, construct a Weapons Factory. Once assembled, start to make tanks and build a Communication Centre to keep an eye on the enemy.

Now you have your basic base, protection is next on the agenda, there is nothing more infuriating than your base being destroyed within seconds or overrun by Engineers. If you're really flash you can construct a wall around your base to prevent any unwelcome visitors arriving at the base. Place Advance Guard Towers around the perimeter and one in the middle of the base just in case anything manages to get through.

NOW WHAT?

Right then, your base is guarded, your foundations are laid it's time to build up your base. Next, construct some barracks, this will enable you to create infantry. Repair bays are vital for a successful base, each time your vehicles go into battle, bring them back into camp and stick them on a bay. It's far easier to repair a vehicle than to build new ones and it's a hell of a lot cheaper as well. Another good reason for having them is that if you do come under attack the repair process can be stopped and the vehicles brought into action.

Mammoth Tanks are a good option, they may cost a lot and take ages to build but they are self-healing. If attacked they'll blast any vehicle that approaches and if they are damaged they'll repair themselves.



I JUST DON'T HAVE THE POWER!

Nearly everything you build requires power and this requires the construction of Power Stations. Watch your power meter on the left side of the screen, making sure the coloured bar is above the marker at all times. If the power drops beneath the marker you risk losing the use of your Communications Centre and repair bays. Constructing units and buildings take longer to, so make sure you have enough plants to cover your base power needs. If you lose loads of power and not enough units have been made, then you face certain doom.

HERE'S ONE I MADE EARLIER

Everything costs money so if you're on a budget, here's a list of what's on offer in the GDI store.

BUILDINGS AND STRUCTURES

Sandbag Wall: $50
Chainlink Fence: $75
Concrete Wall: $100



Tiberium Silo: $150
Power Plant: $300
Barracks: $300
Guard Tower: $500
Advance Power Plant: $700
Communications Centre: $1000
Advance Guard Tower: $1000
Repair Bay: $1200
Helicopter Pad: $1500



Tiberium Refinery: **$2000**
Weapons Factory: **$2000**
Advanced Communications Centre: **$2800**



INFANTRY

Minigunner: $100
Armour: .... **Light**
Weapon: .... **Chaingun**

These little guys are the most expendable part of the unit. Make loads of them and set



them to guard your base.

Grenadier: $160
Armour: .... **Light**
Weapon: .... **Grenade**

A small group of these guys can do a lot of damage if positioned correctly. Make a group of three or four and deploy them in various sections of the map.



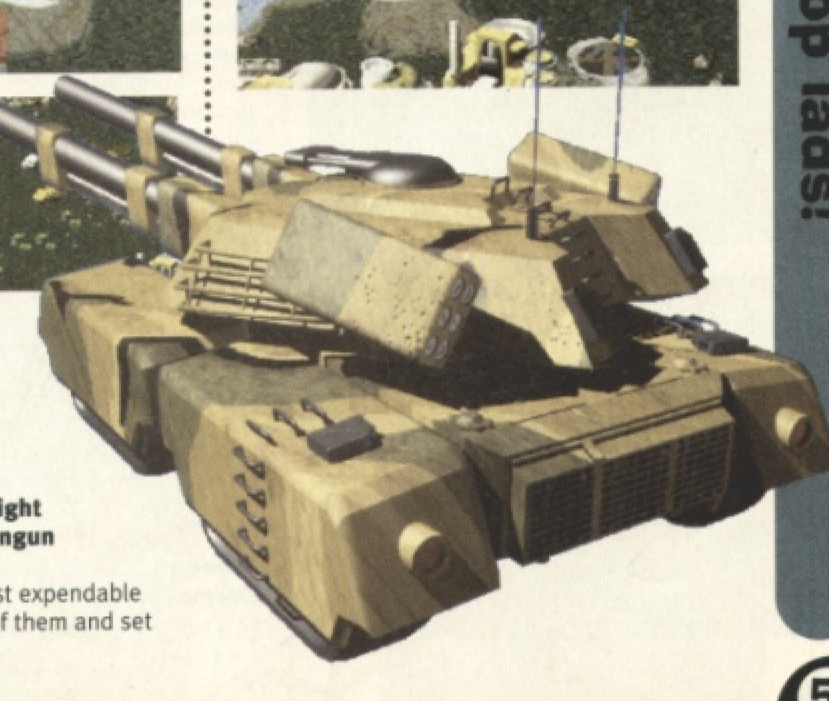
Bazooka: $300
Armour: .... **Light**
Weapon: .... **Bazooka**

Like the Grenadiers these guys can cause mass destruction in small groups. They also work best in small groups deployed around the map.

Engineer:$500
Armour: .... **Light**
Weapon: .... **None**

Always have a few of these guys ready. They have no weapons so they need protecting, Grenadiers or Bazooka's will do the job. Escort the engineers into the enemy base and quickly deploy them into your opponent's buildings to take over them. You now have two choices: sell what you have just captured or build up a new base. Chances are though there will still be a heavy enemy presence in the camp so you may be best to sell up.









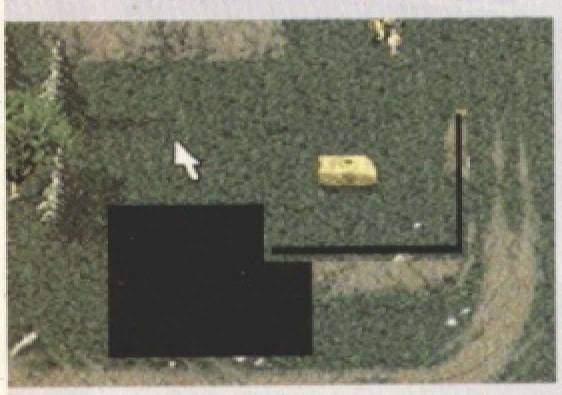


VEHICLES



HUMM VEE: $400
Armour: .... Light
Weapon: .... Chaingun
The Humm-Vee is very quick and can outrun almost every other vehicle and gun. Use these to scoot around the map at top speed uncovering any unexplored terrain. Make one of these and move around the map. As soon as you've found the enemy base quickly move inside it to uncover all of the buildings. Chances are it won't be coming back so don't be sad.

APC: $700
Armour: .... Medium
Weapon: .... Machine Gun
These can hold up to five troops at a time and are quite fast as well. They're best used for uncovering terrain and moving into an enemy base to follow up an attack. If you have attacked a structure with helicopters or the Ion Cannon. Place a couple of these weapons in the enemy base and deploy some bazooka's quick time.





MEDIUM TANK: $800
Armour: .... Medium
Weapon: .... Cannon
The most common GDI offensive vehicle. These are brilliant when deployed in large numbers. Spend ten minutes collecting Tiberium and making these babies and your enemies will probably surrender.

ROCKET LAUNCHER: $800
Armour: .... Light
Weapon: .... Rockets
The rocket launchers are rather slow but they can take out units from a far distance making them pretty handy to have around. Place them behind rocks and trees and shoot at units from a distance. Chances are their weapons won't be able to reach you making them easy pickings.





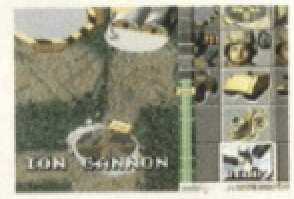
HARVESTER: $1400
Armour: .... Heavy
Weapon: .... None
A must for those who need money. It's usually a good idea to have two or three of these so that money is continually coming in. Harvesters aren't equipped with weapons but are great for running over large numbers of troops.

MAMMOTH TANK: $1500
Armour: .... Heavy
Weapon: .... DualCannons/MissileRacks
They may cost a lot and take a bit of time to construct, but they're worth it. A group of these are capable of taking out major targets. Make sure that your Mammoth Tanks are escorted by some small tanks as they can pursue the small attacking vehicles and troops.

MOBILE CONSTRUCTION VEHICLE (MCV): $5000
Armour: .... Medium
Weapon: .... None
The foundation for any base. Don't drive around in these too long or you'll lose the construction site. Deploy the site as soon as possible to avoid disaster.

ORCA (Attack helicopter): $1200
Armour: .... Light
Weapon: .... Rockets
Best used in large numbers. Make sure any SAM sites have been destroyed using ground fire before you even think about using the choppers. Once all SAM sites are wasted then attack, one building at a time. For kicks, destroy the enemy harvester on your way to the base.

SPECIAL WEAPON: ION CANNON
This is only available to the GDI task force once an Advanced Communications Centre has been erected. Once these have been constructed, the Ion Cannon will appear under the Orca icon. You must wait until the Ion Cannon is ready to be fired by keeping an eye on the white shade counting clockwise. Once primed, click on the Ion Cannon icon to be prompted to choose a target. The cannon is a weapon of mass destruction so select your target carefully. Power Stations are an excellent choice followed closely by the Construction Yard. If the Ion Cannon doesn't completely destroy the building, quickly send in some APC's carrying Grenadiers. Deploy them quick smart and attack the crippled target.



BROTHERHOOD OF NOD

So you think you're a bad ass mutha who can rule the world by bullying and killing innocent civilians? Well I'm not going to argue with that, but if you're stuck, here's the complete list of passcodes for the NOD instalment. Can I hand them to you on a tray sir, and maybe clean your boots on the way out sir?

Mission 2: WW44YSETB
Mission 3: ZIE3P536D
Mission 4: HPYBF3NEG
Mission 5: BPH8RP2GF
Mission 6: 3LXGVRRNL
Mission 7: 8KGA2PCRK
Mission 8: E5BoFWYER
Mission 9: OTLT6IECJ
Mission 10: MB34D8JPR
Mission 11: oGERBWS3T
Mission 12: WWMD4TooK
Mission 13: SCUHO3BTQ
Mission 14: ZGoWCIT3D
Mission 15: RCG4YT5WJ
Mission 16: K8SYXSKO5
Mission 17: ZGINQUAJNO
Mission 18: J8E3GNWHU
Mission 19: K8APBKA8G
Mission 20: C4QXXVM1M
Mission 21: WF4S9XoZW
Mission 22: RXLAVC2DT
Mission 23: Z15KIOE6Z
Mission 24: VHDO2YPZ5

ME MAKE NOD BASE NOW

The Construction Yard is always the first building to be laid down. Next come the Power Plants to get your base up and running The Tiberium Refinery is also one of the most important structures so that goes up next. The Hand Of NOD is the equivalent of the GDI's barracks, construct one of these so foot soldiers can be made. The Temple Of NOD is the Communications Centre and should be heavily guarded against the threat of invasion, a few SAM Sites should be placed down to deter aerial attacks.





WE NEED WEAPONS

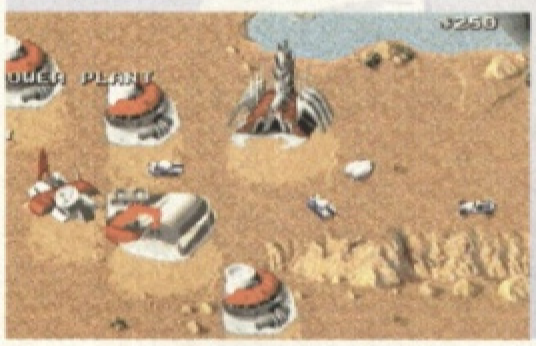
The Brotherhood of NOD cannot make a weapons factory on field, so it has to rely on weapon drops from large carriers. Construct an Airstrip to bring up the artillery options. Click on the vehicle you wish to order and it will appear by the Airstrip, the best delivery service in the world.

Once the main structures have been constructed, you should make sure that a couple of Obelisk Guard Towers are erected. These high-powered lasers can take out groups of men in a blink of an eye and can damage heavy tanks just as quickly. These weapons of death need huge amounts of juice so plenty of Power Plants are needed. If you rely on these towers to guard your base, you'll want to keep an eye on your Plants as they will be the first target on the GDI attacking list.



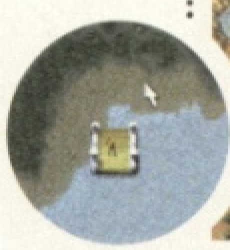
DOWN IN THE HOOD

Well what can your money get you in the merry land of NOD?



BUILDINGS AND STRUCTURES

Sandbag Wall: $50
Chainlink Fence: $75
Concrete Wall: $100
Power Plant: $300
Hand Of NOD: $300
Advance Power Plant: $700
Repair Bay: $1200
Tiberium Refinery: $2000
Airstrip: $2000
Communication Centre: $1000
Tiberium Silo: $150
Gun Turret: $600
Sam Site: $750
Obelisk Guard Tower: $1500
Temple Of NOD: $3000



INFANTRY



Minigunner: $100
Same as GDI

Flamethrower: $200
These guys can cause some heavy damage at close range, but they can be easily picked off if you keep your distance. Bazooka's are the best form of attack for the flamethrowers.



Bazooka: $300
Same as GDI

Engineer: $500



Same as GDI

VEHICLES

NOD Buggy: $300
Armour: Light
Weapon: Machine Gun



These little beauties are very fast so uncovering terrain is quick and easy. In large number these are excellent for taking out troops and small numbers of artillery.

Mobile Artillery Unit: $450
Armour: .... Medium
Weapon: .... Heavy Cannon
We recommend you make a small legion of these and just drive around the countryside. If you have built enough you should be able to take out a whole base and army. Make a small group and send them on ahead to take out any turrets that might be waiting.

Recon Bike: $500
Armour: .... Light
Weapon: .... Rockets
Used in the same way as the buggies although



these are much lighter and more manoeuvrable. Excellent for taking out troops and small vehicles.



Light Tank: $600
Armour: .... Medium
Weapon: .... Cannon
Use these to crush troops and to break down your opponents defences. Send a group of these ahead of the mobile artillery units and world domination will be yours.

Flame Tank: $300
Armour: .... Light
Weapon: .... Twin Flame Cannons
Brilliant at close range but not too hot at a distance. These are a soldier's nightmare and can cause some hassles for light tanks as well.

Stealth Tank: $900
Armour: .... Light
Weapon: .... Rockets
These are superb for sneaking into an enemy base. Use them to infiltrate and breakdown defences. Very good at catching the enemy off guard. Their armour is very light so that won't last long in the field, so attack in groups of three or more.



Harvester: $1400
Same as GDI



MORE MONEY, MORE MONEY

If a battle is going your way and the last of the enemy troops are being squashed, sell your buildings and structures pronto as some of the money will be carried over to the next level. Once the money has been transferred you'll be able to construct a high-powered base very quickly in the next mission-

BYE, BYE!

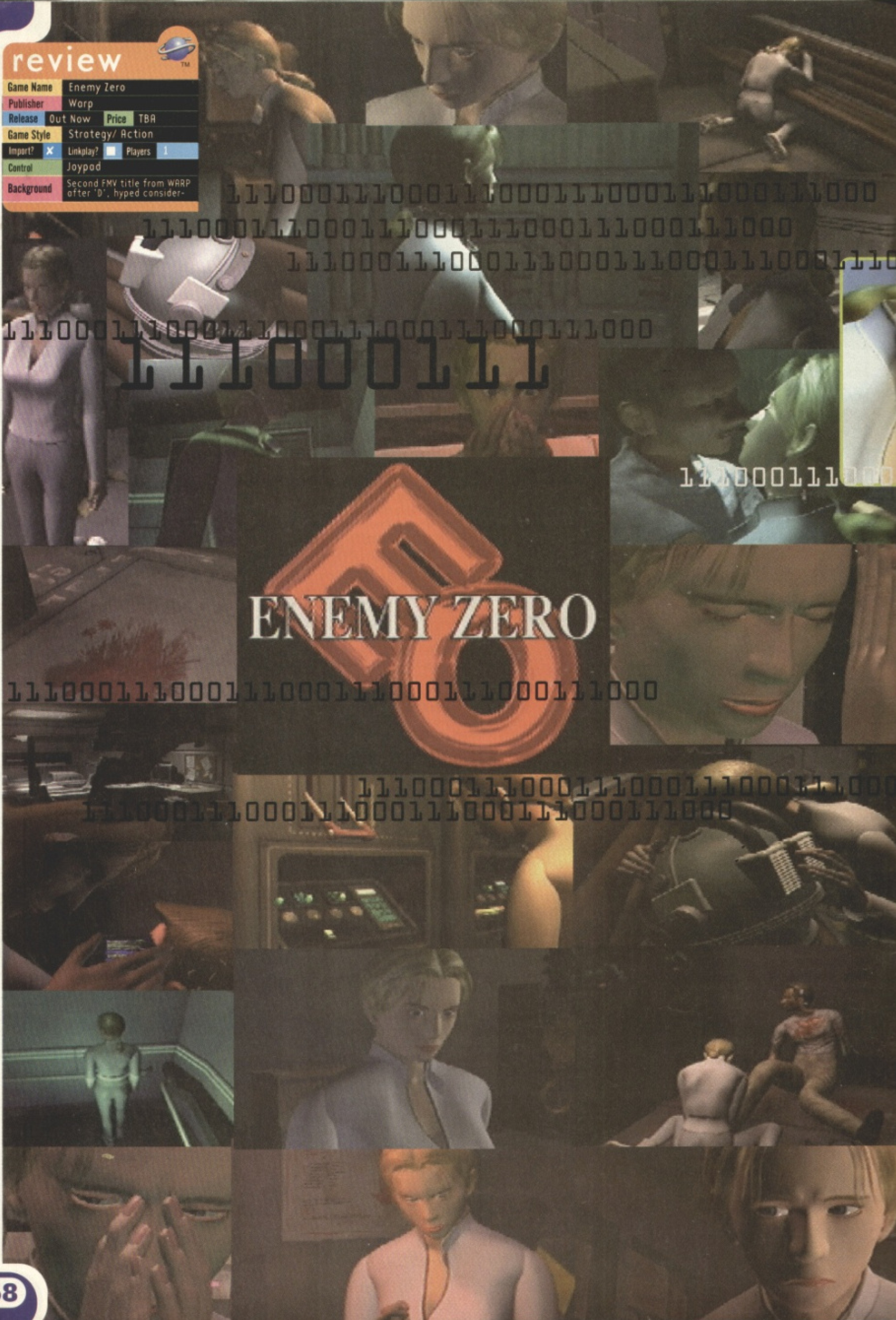
Well that's it for now, if you have any super hints for this very superb strategy game, send them in to Mean 16 tips. You never know, there could be a Saturn game in it for you!



If you like C&C then try the sequel, Red Alert on PC.

review

Game Name	Enemy Zero				
Publisher	Warp				
Release	Out Now	Price	TBA		
Game Style	Strategy/ Action				
Import?	✕	Linkplay?	☐	Players	1
Control	Joypad				
Background	Second FMV title from WARP after 'D', hyped consider-				





Just when you thought it was safe to go back into Hypersleep, come the uncomfortably close encounters of Enemy Zero.

Amidst thousands of light years worth of darkness, a small glow appears. There is no one to acknowledge the panel light. The main computer of the space freighter AKI is informing only itself, it is bringing the seven man crew out of hypersleep. There is a problem meriting such extreme action.

Laura shakes off the last vestiges of chemically formulated and controlled slumber. Despite the drugs administered to prevent the nausea and disorientation that months of hypersleep can produce on waking, she is a little shaky on her feet. There is another feeling too, one new to her on the AKI, anxiety. It is more than the unexplained crisis that led to this unscheduled rising. It's almost like an invisible, intrusive vibration alien to the ship. Rather than tread the corridors just yet, she decides to consult the other crew members.





TURNING THE PAGES

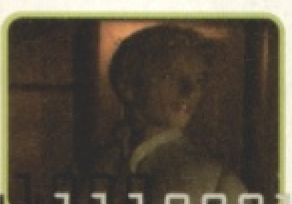


Defining quite what sort of game Enemy Zero is presents a problem. It's an adventure, certainly, with its puzzle-solving elements and object manipulation, but frequently lives up to its billing as an 'interactive movie'. Rather than perform actions, Laura sometimes just needs to be in a certain place to trigger events that propel the plot, rather like turning pages in a book. With the dialogue in Japanese, the exact development of the plot is obscured, which can be frustrating, but the gist is easy enough to ascertain. Most of the ship's systems (the database being the annoying exception) are presented in English, presenting no problem. The 'find, look and use' mechanism of the gameplay is as simple as can be. Laura will direct herself to certain points in a room. You can command her to look more closely if there is something worthy of investigation. If she discovers an object, it becomes part of a pictorial inventory. When used later, a single button press is all that's required. Objects cannot be used inappropriately, encouraging a process of trial and error.



















TURNING THE PAGES

The most important system the AKI has, is the VEXX communication system. Effectively a terminal to the ship's main computer, the VEXX has three main functions. The first is a Videophone allowing you to contact the other members of the crew in their own cabins. The second is a series of maps for each of the floors of the four towers. Supplementary to this, is a central locking system allowing certain doors or shutters to be secured or released via the main computer (however, access to this is classified and only available at a limited number of terminals). Lastly, the Database is a selection of files covering such areas as the crew complement, main systems of the ship and an area for crew members to keep their own personal documents. Access to this is privileged. There is a terminal in each crew cabin and at strategic points around the ship.



HEART OF THE AKI

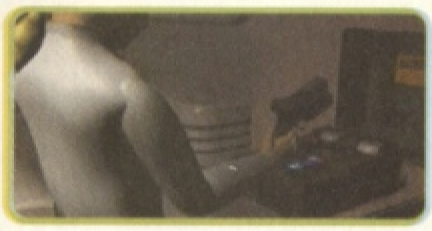


The AKI is an average interstellar freighter, currently on a pre-programmed Earthbound telemetry. The ship's crew areas are split into four towers mounted on the cargo area, and the whole craft resembles a heart, with the valve-like towers rising from a bulbous hold area. Importantly, the towers are linked in a circular arrangement by single walkways. Travel between floors is by a series of elevators.

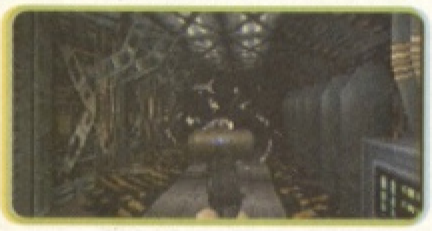


Review

If your spine is in need of a tingle, place an order for EO



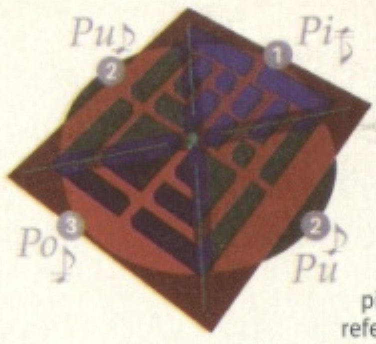




PREPARE TO DISCHARGE

There are minimal weapons on the AKI, it's the not the kind of craft to require them, but some members of the crew have access to energy weapons. These discharge a blast of electricity, mainly for industrial purposes, but it's strong enough to kill most organisms. They are not the perfect combat weapons for two reasons. First, their range is limited, and any target would have to be almost upon the user. Secondly, they take five or six seconds to build to a maximum charge. There are a variety of models on the AKI, each with a different number of possible discharges per battery charge. There are several charge points located around the ship.

INVISABLE SOUNDS



Vexx proudly announces its latest supplementary sensory system — the Vexx Positioning System, or VPS for short. VPS is an advanced lifeform detection system based on various sensory criteria — movement, infra-red, electromagnetics — which are denied the human user. Vexx has managed to incorporate the technology into a tiny earpiece which fits easily into the users outer lobe. An audible warning is given when lifeforms move into the detection area (approx 20-25ft). The pitch of the warning tone; high, medium or low refers to the positioning of the lifeform, ahead, to the side and behind respectively. The rapidity of the signal denotes the distance of the lifeform. Can you hear what I hear?

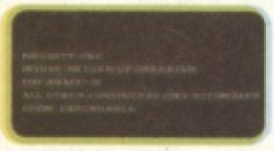
ALIEN SYNDROME

We were banking on EO being similar in character to Ridley Scott's classic sci-fi movie, Alien. Indeed it is, and just to prove we're not being petty, here's a list of 'coincidences' between Kenji Eno's interactive movie and the mother of all monster movies:



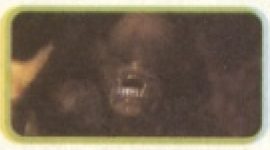
ALIEN

The crew are woken from Hypersleep after the ship's computer 'Mother' detects a distress signal.



EO

The crew are woken from Hypersleep when the ship's computer detects an emergency.



ALIEN

The Alien picks off the crew one by one in horrific fashion as they hunt it around the ship.



EO

The Enemy picks off the crew one by one in horrific fashion as they hunt it around the ship.



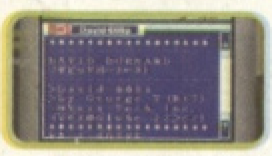
ALIEN

One of the crew, Parker, is secretly an Android.



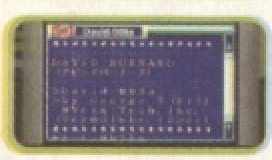
EO

One of the crew is an android, although Laura is initially unaware.



ALIEN

There's a conspiracy behind the Alien distress signal involving the ship's owners, Weyland Yutani.



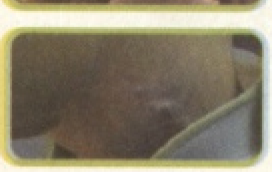
EO

There's a conspiracy uncovered — secret files denote the real mission of the AKI and some of the crew are in on it.



ALIEN

The Alien revoltingly reproduces by impregnating its victim orally, with its offspring bursting forth.



EO

We're saying nothing for the time being...

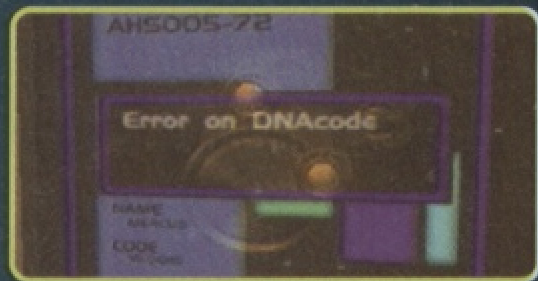
ALL SYSTEMS GO

The amount of hardware on a ship like the AKI can be daunting if you are unfamiliar with it. Laura has evidently not acquainted herself with many of the systems, and it is your job to work out what they are for and how to use them.



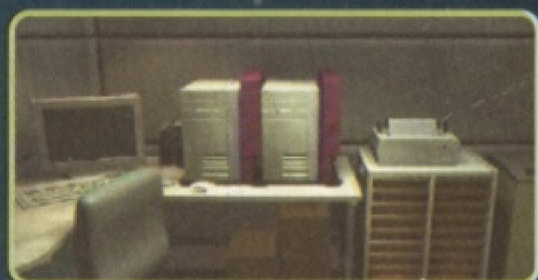
POWER ROOMS

These rooms control power to systems, doors and elevators. They'll have been turned off during hypersleep and need to be reactivated manually.



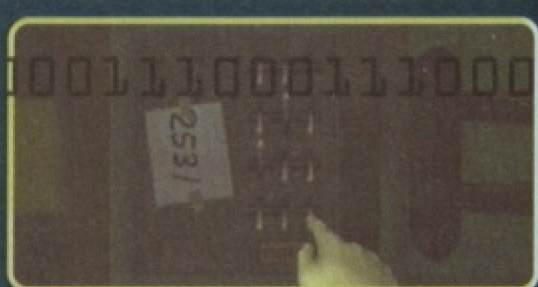
DNA SCAN

The most secure locking method as it only permits access to those with a corrcet DNA string that matches those found in the central computer's records. If you're ID isn't on file you won't get in.



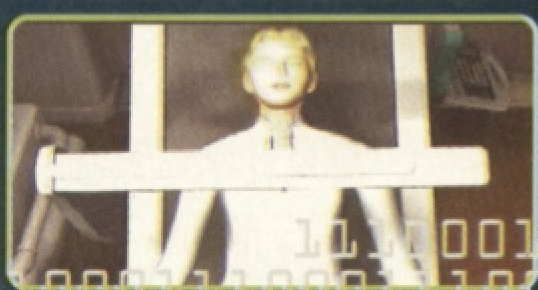
PC

Most crew members (technophobes Laura and Kimberley are exceptions) have computers for their own work. Most crew members are also paranoid about others using their PCs.



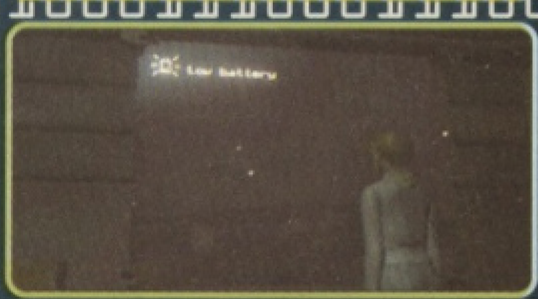
LOCKER

There are a bewildering range of access-barring systems. Laura has her own key-operated locker on Winter tower, and there are other disk based systems or even Ronny's idiosyncratic switch combination.



MEDICAL SCANNER

Located in Ronny's cabin, this machine performs all the recognised diagnostic scans on crew patients.

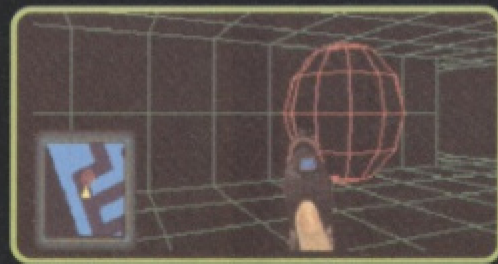


HOLOPORTAL

Operated simply by sight, the Holoportal produces a breathtaking virtual exterior view of the heavens. Fans of Star Trek will recognise this device as a variation on the Enterprise's Holodeck.

THE TRAINING GROUNDS

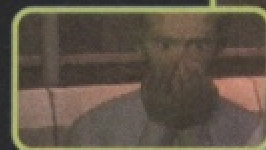
If you feel uncomfortable with the weapon, there is a training area without the game proper, on the first disk. Set in a simple series of wire-frame corridors, the aim is to hunt down the red spheres using the VPS and a charge-gun. The levels become progressively more challenging until the spheres become invisible and you must rely on aural clues alone.



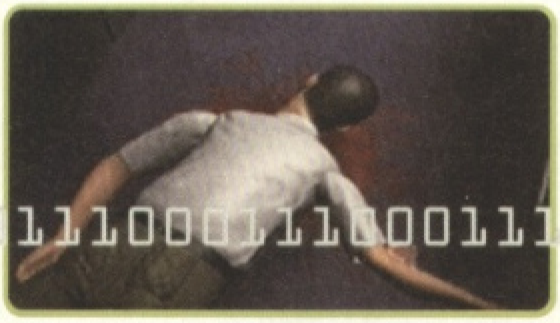


THE OSCAR GOES TO...

Enemy Zero is a bit of a milestone in gaming, effectively features the first virtual actress. Previous real actors or 'Vactors' have fronted games — like Mark Hammill in Wing Commander III, but nothing on the scale of this, where Laura is almost constantly in view and reacting to events in the game like an actress. You might point to Warp's previous game, D, which also featured Laura, but the quality of 'acting' is far superior. In D there was no interaction with other people, but in EO, Laura meets the other crew, comforts them or gets reassurance. She also displays much more emotion — horror, fear, determination, despair, frustration, even love.







GORY, GORY HALLELUJAH!

The debate rages about violence in video games, and EO contributes its own stylised brand of 'grand guignol' effects. Laura comes across the handiwork of the EO as the game progresses, its trademark being brutal decapitation. The game makes the most of the chills (including an amusing severed finger sequence worthy of any Hammer movie). Better than the shock bits is the carefully cultivated atmosphere of tension brought about by facing an invisible foe.



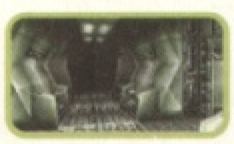


THE DARK RECESSES

Laura is, by and large, safe in the rooms of the AKI. Danger stalks the corridors, which are presented in realtime. Laura risks life and limb travelling between rooms and towers, weapon or no. Corridors vary from the well lit passageways connecting the living quarters, to dark service bays and a claustrophobic maze of ceiling conduits.









NO TAKERS YET

There is currently no signed deal to release Enemy Zero in Europe. Acclaim were interested until very recently, but have gone cold on the deal due to the lack of a PSX version. Sega are very interested in the game, and it should safely see a release under one of these two banners. We would say that getting the whole story in English would enhance the game somewhat.





comment



MATT

If Sega UK stays true to its word, and intends to distribute quality software that either fails to fall into a predefined category or would simply be too risky a property for a third party company to handle, then surely Enemy Zero must be a prime candidate for release. By combining incredible rendered sequences (easily on a par with the best Namco PlayStation intro) nerve-wracking gameplay and a genuinely frightening atmosphere, EO deserves a place in every Saturn owners software library. I have to admit I was less than impressed with WARP's previous effort, the slightly predictable horror-fest, D, but found its successor to be an intriguing, intensive and downright scary experience! Surely the ultimate test of any book, movie or video game is its ability to induce genuine emotion in a person and if that's the case then EO succeeds as not just a classic Saturn title but also a unique piece of interactive entertainment.

comment



GUS

I can suspend my normal prejudice that 'FMV is rubbish' just for Enemy Zero. Every taster I've had of this game made it my number one import priority and the final product doesn't disappoint. The realisation of the AKI, its crew and Laura is stunning, taking rendered sequences to a new level. There are several hours of story here with quite brilliant use of camera angles, lighting and dramatic tension to plunge the player into a genuinely scary environment. Inevitably, comparisons must be made with WARP's first game, D, although EO is infinitely superior, and that's not only down to size (EO is effectively twice the size). The inclusion of other characters, and the introduction of a realtime threat takes away that element of 'solve one puzzle: move onto the next'. It won't take that long to complete, and it won't win over those who despise this sort of game, but it gripped me by the throat for a week, and that's recommendation enough.

scores

GRAPHICS 90% of the game is rendered. Beautifully. The presentation, using Duck Motion compression is reasonably competent. The corridor sections use impressive realtime 3D, but we never quite glimpse those creatures. **91**

SOUND The score is worthy of composer Michael Nyman, discreet but menacing in the background. The effects are pure sci-fi — the clicks and beeps of any self respecting space freighter. **89**

PLAYABILITY Early on, the puzzles are simple and gratifying. Later the game is more plot orientated. The language barrier deprives you of some of the story. **85**

LASTABILITY Every effort has been made to make EO last, but inevitably, this sort of game is a short-lived luxury. Every minute, though, is quality time. **69**

overall

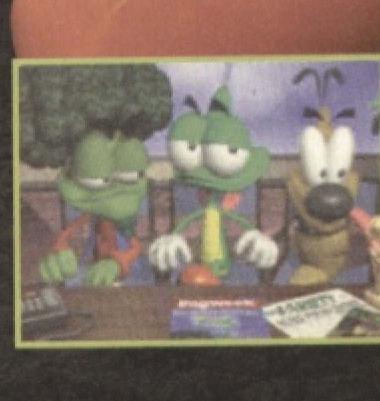
Enemy Zero has to score highly, because it's the state of its art in terms of rendering. Gameplay side is not neglected with some inspired puzzles. **90**

review

Game Name	BUG TOO!		
Publisher	Sega		
Release	Febuary	Price	£39.99
Game Style	Platform		
Import?	✗	Linkplay? ✗	Players 1-2
Control	Joypad		
Background	3D platform sequel from Sega's US Away Team.		









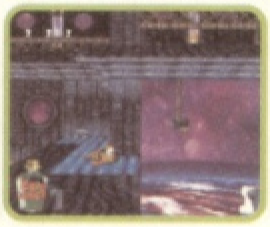
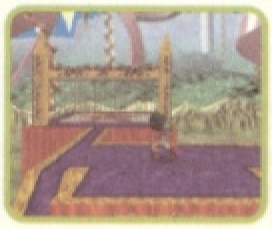
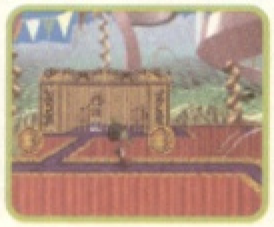
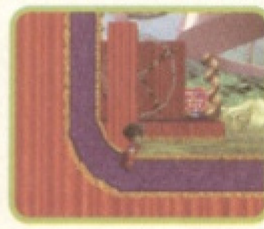






Eighteen months after the release of BUG! the inevitable sequel emerges with yet more of that hilarious American sitcom-style of humour (ie. we Brits won't find it funny).

Way back when the Saturn was first launched, new games didn't tend to come along that often and good games even less frequently. So when BUG! arrived it received rave reviews and as such was a commercial success. With it's colourful graphics and semi-3D gameplay it was considered a true next generation platformer. But looking back at it now, we realise it wasn't actually that great. In hindsight we can see the game for what it was, an above average platformer with a few shortcomings, notably the rock-hard difficulty level and the high frustration factor. A sequel was inevitable and sure enough BUG TOO! has arrived with the promise that the flaws of it's predecessor have been rectified.






IT'S 3D YOU SEE

BUG TOO! is quite a departure from traditional platformers in that it deviates from the tried and tested run-from-left-to-right formula by adding a third dimension. This gives the game an extra depth element first pioneered in BUG! The 3D settings also enable players to guide their insect heroes into and out of the screen making each level as deep as it is wide. The problem though, lies in judging distances making jumping across huge drops very risky, a badly judged jump will almost certainly result in a hideous and undignified death. However, it's important not to get this 3D element confused with that seen in the likes of Tomb Raider. In BUG TOO! the third dimension is incorporated in a very linear fashion with players enjoying none of the freedom of movement found in the aforementioned games.

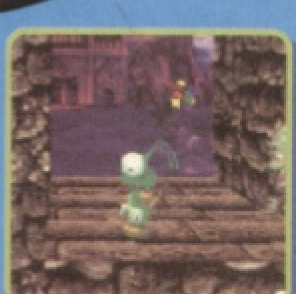


STARS IN THE MAKING

Every platformer needs a hero, it's one of those unwritten rules of video gaming. But not content with giving us just one hero, the Sega Away Team have seen fit to give us a total of three to choose from. Each has their own strengths and weaknesses as well as separate items to collect. All the characters have a new 'run' move which helps speed up the action.



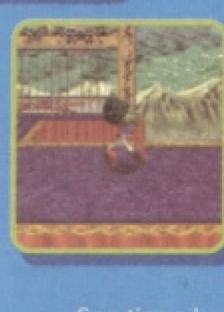




BUG!

BUG! is the central character of the first game and makes a welcome return in the sequel. He remains largely unchanged from his first outing, running, jumping, spitting and wise-cracking in much the same way. He does, however, have a rather amusing cheesy grin on his face when he runs and is probably the best all-round character as he's the easiest to control.







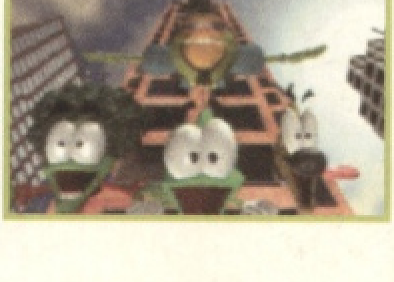
MAGGOT DOG

Maggot Dog is probably the worst of the three characters due to the fact that he handles sluggishly. The problem is, instead of walking he bounces about the place making edging towards the end of platforms a particularly dangerous thing to do. Maggot Dog collects bones instead of crystals, just in case you're wondering.



SUPERFLY

Superfly is a funky throwback from the hippy era and bears an uncanny resemblance to rock god Jimi Hendrix, except Superfly's greener. Sporting a large Afro haircut and outrageous platform shoes he collects seventies disco style mirror balls. He moves at a slightly quicker pace than the other characters although essentially is not all that different to BUG! himself. The office favourite!


TO BE THIS GOOD TAKES AGES

There are only six levels in BUG TOO! but each stage stretches as far back as it does widthways, and with multiple routes, you begin to appreciate just how huge these levels really are. They're massive and they're not all easy either, oh no, in fact they're bloody difficult with a lot more emphasis on puzzle-solving than in most platformers. Continuing the movie theme, each of the levels is a spoof of a famous film, here's a quick look at some of them:

WEEVIL DEAD



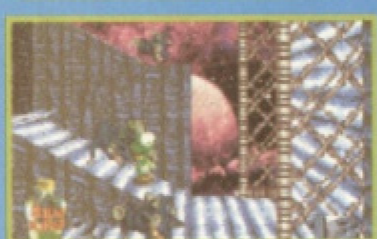
SWATTERWORLD



FLEE WEE'S BIG ADVENTURE



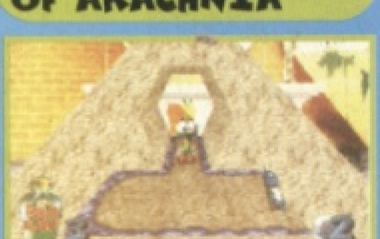
ANTANNAE DAY



CICADA NIGHT FEVER



LAWRENCE OF ARACHNIA



BONUS SUB-GAMES



Some of the best sections in BUG! were undoubtedly the cool bonus stages which involved anything from collecting falling Oscars to racing against Sonic himself. Well, Sega's Away Team have obviously recognised the appeal of these stages and have seen fit to expand upon them exponentially for the sequel. At the last count there were at least 24 bonus sub-games accessible by finishing each stage of the game with over 100 crystals. It's astonishing to discover the vast amount and variety of the sub-games they've included. Some of them may seem familiar to BUG! fans whereas others are completely new. There's even an enhanced version of the arcade classic Q*Bert which looks excellent. Successful completion of these games results in BUG! being rewarded with an extra life or a much needed continue.









FRUIT MACHINE

Without a doubt the easiest of the sub-games as it requires hardly any skill whatsoever and there's no risk of dying. Simply activate the lever to start the fruit machine and if it stops on three of a kind, for example three continues, then that's what you win. Useful for getting extra lives.









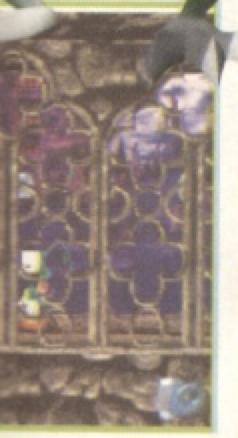
OSCAR DROP

Exactly the same as the Oscar drop in the original BUG! All you have to do is collect the falling Oscars and avoid the potentially life-threatening objects. Stay alive for as long as possible and recieve a bevvy of extra lives and continues.

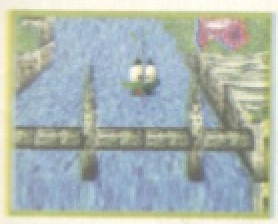


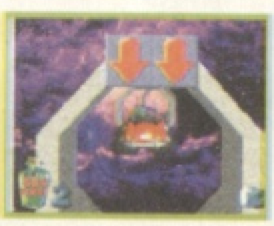


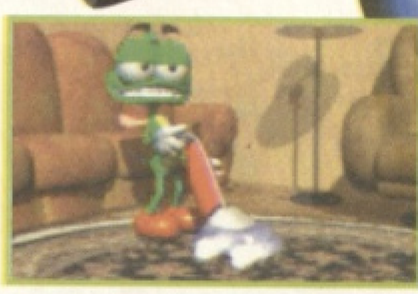












Q*BERT

That's right, there's even a version of the arcade classic Q*Bert that's been given the BUG! treatment. You must avoid the balls descending down the sides of the pyramid whilst attempting to collect the Oscars.





comment



LEE

BUG TOO! is a mixed bag, improving on the 3D formula of the original yet at the same time suffering from the same shortcomings. The graphics are now much improved and the snail paced speed of the last game has been picked up with a nifty new 'run' move. Add to this two new characters and an essential two player mode and what you have is a very fine platformer indeed. However, the absurdly tough difficulty level is off-putting to say the least and will no doubt lead to frustration for many novices. Veterans of the original game will definitely love the sequel as it's basically much more of the same with six huge stages providing a very lengthy challenge indeed. Those hoping for some major gaming revelation in BUG TOO! will be disappointed though as what you see is basically what you get.

comment



MATT

I'm afraid my memories of BUG! aren't particularly favourable. Okay, so it was the Saturn's first 3D platformer (c'mon, Clockwork Knight was never more than a 2D side scrolling game) but that 'hilarious' American humour was annoying, level designs were incredibly linear and Saturn owners only bought it because they were tired of waiting for a 32 bit Sonic title. So it was with trepidation that I approached BUG TOO! Sequels are usually watered-down imitations of the original product at the best of times so would Sega's Away Team have wasted their development time? Fortunately, BUG TOO! is a surprisingly enjoyable platform romp that manages to tweak the imperfections of the previous game and adds enough tongue-in-cheek elements (Superfly is cool, man) to encourage repeated attempts. Although I'm still sticking with Sonic 3D as my favourite Saturn platformer there's no denying that old green genes still has what it takes.

scores

GRAPHICS With cute SGI crafted sprites, all new colourful and detailed backgrounds and some rather smart graphical touches BUG TOO! is visually very impressive. **87**

SOUND The repetitive voice samples with cheesy American sitcom-style humour make a most unwelcome return. The cartoon style sound effects are spot on though and the in-game tunes aren't too bad either. **80**

PLAYABILITY BUG TOO! is instantly playable with a simple enough game concept but the difficulty setting is way too hard which for many will lead to frustration and boredom. **84**

LASTABILITY The tough gameplay will provide a lengthy challenge, add to this two new characters, plus a two-player mode and loads of bonus stages and what you have is a game that will take you ages to complete. **85**

overall

Although flawed, BUG TOO! is still possibly the best 3D platformer on the Saturn to date. Definitely gives Sonic 3D a run for its money.

83

review

Game Name	Doom
Publisher	GT Interactive
Release	Out Now
Price	£39.99
Game Style	Shoot-'em-up
Import?	✗
Linkplay?	✗
Players	1
Control	Joypad
Background	A conversion of id's seminal 1993 PC classic.

Doom is the game that kick-started a whole genre. Doom is the game that sold a hell of a lot of PCs. Doom is the game that simply WILL NOT DIE!



Now it's finally time for Doom on the Saturn, proving beyond a shadow of a doubt that, even after three years, the game is still very much in demand. For those of you who've never played Doom, we now present the Spacecorps InfoDump™ (Short Form). You play 'the hero', a nameless Marine who is part of a team sent to investigate strange reports on Phobos, one of Mars' two moons. The rest of the team get mercilessly slaughtered within five minutes (as per usual), so it's up to you to investigate on your own. Armed only with a pistol, and accompanied by strange alien sounds you venture deep into the shadows of the deserted Martian spaceport. If you were any less of a man you'd be halfway to Jupiter by now, but you're a badass Marine, so it's payback time.













FEERSUM ENDJINN

Compared to the silky smooth shoot-'em-up action of Exhumed, the venerable old Doom 3D engine may appear to be a bit creaky. For a start it's bot possible to look up and down,-and there are no rooms located above other rooms, but you have to remember that when the game was first released in 1993 it was still light years ahead of its rivals. Clever use of light and dark, detailed textures and atmospheric sound effects made Doom one of the most pant-wettingly tense games ever. Doom's semi successor, Hexen, adds the ability to look up and down, plus an innovative level structure that shows there's still life in the old engine. id software, Doom's original creators, have since gone on to produce Quake, which is the current multi-player extravaganza in the realm of 3D shoot-'em-ups. It's as good now as Doom was three years ago, and there's even a Saturn version on the way too!











N'ANALOGUE PAS



PC Doom could largely be controlled with the mouse, which gave a kind of analogue control, as the faster you moved the mouse, the faster you moved in the game. Although developer Rage promised support for the analogue pad in Saturn Doom (and indeed it was present in earlier versions of the game), this option is mysteriously lacking in the finished game. Doh!







Hmm, which door to take? No doubt both have some big scary monsters behind them. Ah well, such is life...



A veritable truckload of imps eat buckshot as 'our hero' unloads his trusty shotgun into their sorry backsides.

OM

THY FLESH CONSUMED





Over the last three years numerous versions of Doom have been released on PC, PlayStation, Jaguar, 32X and even the SNES. Saturn Doom contains 55 levels taken from the 'Ultimate' package released on PC and PlayStation. In essence it contains all three episodes from the first Doom, plus an extra episode, plus Doom 2, plus new hidden levels. This means that all in all there are nearly sixty levels of gore-soaked violence to wade through, and with four difficulty settings that could take some time.









BLOW 'EM AWAY

Although you start with just a pistol and your fists, there are eight other weapons to pick up in Doom. You won't necessarily get them in this order though, as the rocket launcher can be found on the very first level of Doom 2!



FISTS

When you run out of ammo, players have to resort to their bare knuckles. Pick up the beserker pack though, and your punch takes on the power of a rocket launcher at close range!



CHAINSAW

The most notorious weapon in the game, the Chainsaw doesn't do much damage and obviously has zero range, but it looks cool when slicing through bad guys.



PISTOL

The standard default weapon that you begin the game with, the pistol is good for taking out former humans, but not much else. It uses the same ammo as the Chaingun.



SHOTGUN

The weapon of champions. You weren't considered a master of PC Doom unless you've played with a mouse and the Shotgun. It's the perfect weapon for sniping and can take down an Imp with one shot.



SUPER SHOTGUN

Introduced for Doom 2, the Super Shotgun is a twin-barelled beast that levels crowds of former humans with ease. Slight drawbacks are a long reload time and an unhealthy appetite for shells.



CHAINGUN

Essentially a six-barrelled rapid firing minigun, and just like the gun Blaine had in Predator, the Chaingun rips through most foes with ease. It shares ammo with the pistol, so bullets are not hard to find.



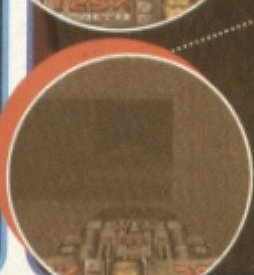
ROCKET LAUNCHER

This is a powerful weapon that leaves weaker enemies as piles of blood and giblets. Be careful how you fire it though, as players can often get caught in the fatal blast themselves.



PLASMA CANNON

The fastest firing weapon, and probably a contender for coolest looking as well, the Plasma Cannon fires a stream of blue electric death at lurking adversaries. Damned handy, if you can find the ammo.



BFG 9000

This is the big one. The BFG fires 40 plasma cells at once and takes a couple of seconds to charge up. But it's worth the wait as it will level just about anything. Just don't go asking what BFG stands for.

THEY'RE COMING TO GET YOU

While Saturn Doom is missing the Arch Vile and the Spider Mastermind from the PC versions, all the other bad guys are present and correct, and waiting impatiently to pull you apart, limb from limb.



SHOTGUN GUY

Like a Former Human, but with a shotgun. Not much scarier, but easily identified by their black flak jackets.



FORMER HUMAN

Cannon fodder, basically. These pistol wielding chaps can't take more than a few bullets before keeling over.

CHAINGUN DUDE

A bit of a fat mutha, armed with a meaty weapon to boot. He explodes in a shower of limbs when shot. Yum.





IMPS

The first bad guys to really give you some hassle, Imps throw fireballs as well as having a vicious close range attack.

scores

GRAPHICS It looks okay. When it's not moving that is. Some of the levels have been simplified from the PC version and the game runs so slowly that your eyes start to suffer after a few minutes. **46**

SOUND The only redeeming quality of the game. The sound effects survive the transition to the Saturn intact and the music is as atmospheric as ever. **82**

PLAYABILITY The whole reason the original Doom was great was due to the smooth, fluid gameplay. That's totally out of the window with the Saturn version. It's so slow and jerky that all playability nuances are lost. **46**

LASTABILITY 60 odd levels should last you for ages. However, the slow, drawn out nature of the gameplay means that if you're not fed up with it within an hour, you'll probably be feeling physically sick soon after. **30**

overall

It's not very often that MMS go so far as to say "don't buy this game!" but in Doom's case we'll gladly make an exception.

39

comment



STEVE

I'm not quite sure what GT is playing at but seeing this 'conversion' of Doom was a real shock for me. All the classic playability and atmosphere of the PC original has been ruined by the simple fact that the game is so incredibly jerky. The level designs have been compromised (admittedly they were in the PSX version, but that's no excuse), and even the early levels suffer from appalling slow-down. Look at the fast, true 3D, light-sourced world created in Exhumed, then look at the slow, jerky, blocky, 2.5D world in Doom (actually don't bother, just take our word for it), and I think you'll agree there's no contest. Saturn Doom is a travesty, and GT must know it. Releasing this was a crime.

comment



GUS

Saturn Doom is Sh... we can't finish this word in a family mag but it rhymes with 'light'. It's worse than PSX Doom, it's worse than Jaguar Doom — it's worse than SNES Doom for chrissake! The update is slow and jerky, the resolution poor. These two factors conspire to ruin the game and, almost as important, make the player feel he has bought into something that's shoddy and nasty, when there was no need for things to be this bad. The coup de grace, is that GT shovelled this out pre-Christmas without passing out reviewable copies instead of doing the decent thing and canning the project — or sending it back for another six months (anything but this). Some reviewers evidently don't agree with me. But not any worth listening to.



DEMON

Large pink beasts that run up and give you a good chewing. One Super Shotgun blast takes 'em down.



SPECTRE

Just like a demon, but invisible. In the PC version they looked like Predators, but here they resemble pink net curtains.



LOST SOUL

Flaming, screaming skulls that have a tendency to fly at high speed. A regular Shotgun can handle these guys.



CACODEMON

Big hovering spheres of pus and horns that spit plasma balls at you. Makes a lovely groan when killed.



PAIN ELEMENTAL

A brown, one-eyed Cacodemon that fires Lost Souls in your general direction. Erupts in a shower of Souls when killed.



MANCUBUS

A large pile of blubber with implanted flame throwers. A right pain in the wotsit unless you have the Plasma Cannon.



REVENANT

Hideous skeletal warriors that strike with twin homing missiles. Really annoying as the old strafe trick doesn't seem to work on them.



ARACHNOTRON

Little brother of the absent Spider Mastermind, the Arachnotron fires rapid plasma bursts and generally gets on your nerves.



HELLKNIGHT

Looks like a big goat but fires green energy bolts. Frustrating at first but find the right pattern and they're toast.



BARON OF HELL

The Hellknight's big brother. Can withstand quite a few rocket launcher hits before expiring.



CYBERDEMON

The biggest and baddest bad guy. This mechanised demon is armed with a missile launcher and he ain't afraid to use it.

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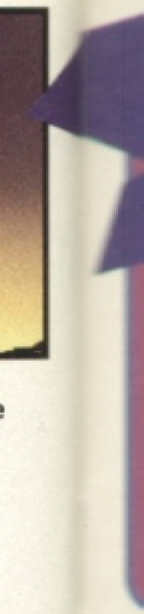
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review

Game Name	Sonic 3D
Publisher	Sega
Release	Febuary
Price	£49.99
Game Style	3D Platformer
Import?	✗
Linkplay?	✗
Players	1
Control	Joypad
Background	Sonic finally makes the logical 32 bit leap to Saturn.

Can it be? After two years of anxious waiting, has Sega finally delivered the killer 32 bit Sonic title we've all been waiting for?





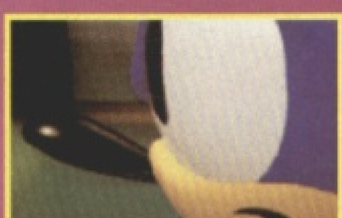


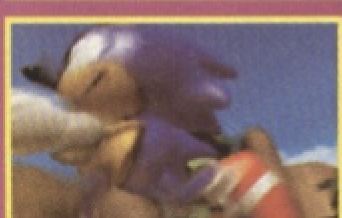
Well, not quite. You see Sega has been attempting to transfer its multi-million selling mammalian mascot to the Saturn for a while now and, apart from minor cameos in the likes of BUG! and Christmas NIGHTS, Sonic is still seen as a reminder of simpler 16 bit days. With Sonic Extreme being canned last year, Sega has instead opted to upgrade its last major Megadrive hit, Sonic 3D, with the bonus of exclusive Yuji Naka crafted Special Stages. The result is a kaleidoscopic isometric platform adventure that combines the classic appeal of the original games with some clever next generation touches.

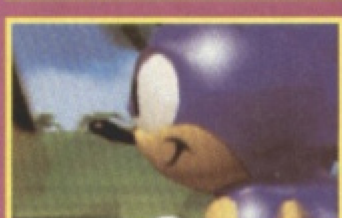
MAKING MOVIES

Kicking off the graphical 'lick of paint' is a fabulous rendered intro sequence which sees Sonic blasting through the Green Grove Zone, dodging obstacles and smashing into Badniks in order to rescue his furry friends from the clutches of the fiendish Dr. Robotnik. As with Virtua Cop 2, Sega has utilised the silky smooth True Motion program to animate Sonic trotting at full tilt.

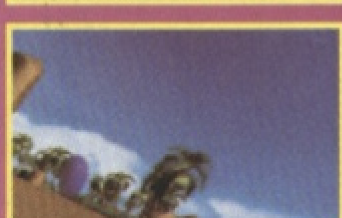
















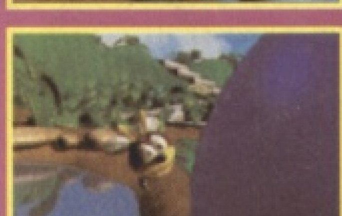
HOW TO PLAY...

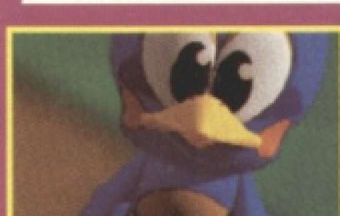
Unlike previous Sonic outings, where the object was simply to make it safely to the finish line in one piece, playing Sonic 3D requires mastering a new discipline. For starters, the layout of each level often results in players retracing their steps in an effort to locate certain items and Flickies. These cute fluffy fellas are peaceful denizens of Moebius transformed by Robotnik into mindless mechanical drones. By smashing into these Badniks and then collecting the liberated Flicky, Sonic is able to drop them off into teleporter rings located at various points throughout each stage. Depositing all five Flickies into the mid-level and end-of-level rings transports Sonic further into the stage.



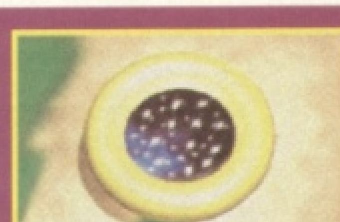
















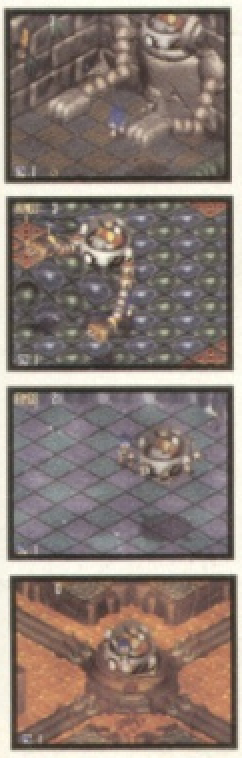




ANIMAL MAGIC

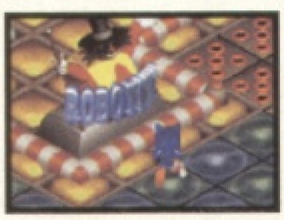
To access any of the seven 3D bonus stages, players must first collect at least 50 golden rings. The real key to entering these levels lies in locating Sonic's furry friends, Knuckles and Tails. The problem is that both animals are a bit shy and have hidden themselves in each level and are often only discovered by Sonic smashing through seemingly impenetrable walls. Although neither character plays a major supporting role they both act as doorways to the bonus stages. Deliver the correct amount of rings to either Knuckles or Tails and they'll whisk you off to the Chaos Emerald tubes. If you find either character but haven't managed to obtain enough shiny gold bands, you can still 'bank' your stash with them until you've collected more rings.

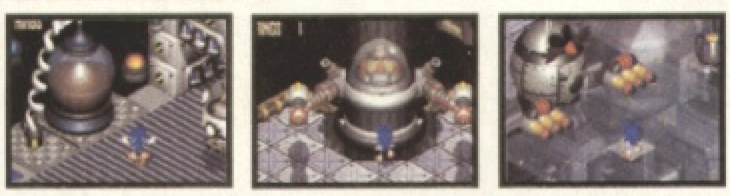
MASTER OF DISASTER



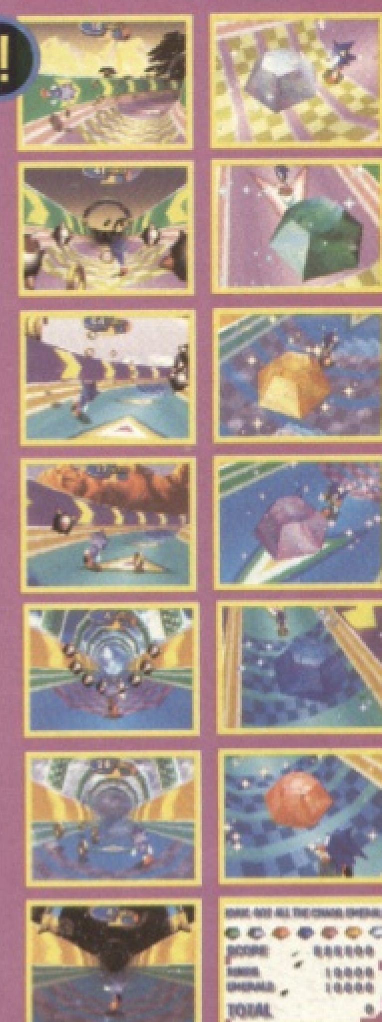


Sonic's eternal nasty nemesis, dastardly Dr. Robotnik, is back once more in Sonic 3D and this time he's created even deadlier destructive devices. Following the successful completion of both sections in each stage, players will face the mechanised might of yet another cunning construct. Robotnik will appear in his protective, armoured sphere and then attach himself to a lethal machine. There's always a pattern for defeating each end-of-level creation but doing so may cost Sonic precious rings. Roughly a dozen hits are usually all that's required to finish off this moustachioed menace. Try some of your own medicine Doc! The bottom right picture shows Robotnik's true menace if you finish the game with all the Emeralds.





BONUS STAGE BONANZA!



Similar in design and layout to the ground-breaking 3D bonus levels in Sonic 2, the spiralling secret stages of Sonic 3D on Saturn provide players with their first hands on experience of controlling a fully polygonised version of our spiky hero. The aim in each bonus stage is to guide Sonic through seven twisting, looping tubes and collect a set number of golden rings in order to obtain a precious Chaos Emerald. With these powerful gems in his possession, Robotnik will become a force to be reckoned with and not even Sonic will be able to stop him! Progression through each tube is made tougher thanks to spiked mines scattered throughout, with later stages becoming virtual death traps. Fortunately Sonic is capable of either leaping over these hazards or, thanks to his own inertia, is able to avoid hitting the mines by looping over them and running along the ceiling. However, unlike in the Sonic 2 bonus stages, our hero is unable to spin into the spiked traps to disable them. Hitting a mine will seriously drain Sonic's supply of golden rings thereby hampering his chances of grasping those elusive Emeralds. Collect all seven and you'll be treated to another end sequence.









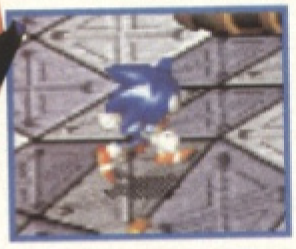




Check next month's Mean 16 for a Sonic 3D level select!



SONIC 3D WORLD TOUR



Although there's nothing dramatically innovative about the level designs featured in Sonic 3D (Hey, who wasn't expecting a grassy first stage or even the obligatory ice zone?), the unique isometric playing angle often obscures hidden items or secret passages requiring player to do a little more legwork. Let's take a quick look at each zone and the obstacles that await Sonic...

GREEN GROVE





As with the first stage of any Sonic title, this level gives players the opportunity to dash around a fairly barren backdrop and test out Sonic's abilities. Cracking open Badnik armour is the first challenge and locating Knuckles and Tails provides access to the very first bonus level.







RUSTY RAIN





Floor mounted fans transform Sonic into a spinning top enabling stone pillars to be reduced to rubble. Careful steps must be taken in this level as rushing around blindly may result in players encountering spiked balls, flame jets and even the odd wandering Badnik.









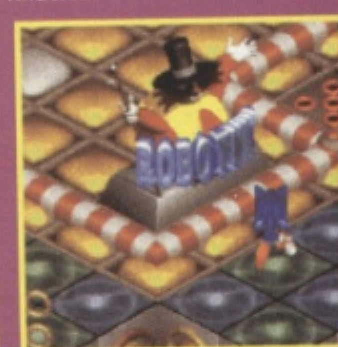
SPRING STADIUM





To describe Spring Stadium Zone as annoying is something of an understatement. Bumpers, springs and hidden spike traps conspire to prevent Sonic from reaching his goal safely. You'll lose rings and rescued Flickies if you're not careful. Locating Tails and Knuckles also becomes trickier.





VOLCANO VALLEY







"Lava, lava, lava, shouting...etc." Ahem. Yes, quite. The Volcano Valley Zone is just too damn hot on a poor hedgehog's feet as it's simply swimming with molten magma requiring players to locate a special flame resistant heat shield. Smash open floor tiles to reveal cunningly concealed shortcuts which often offer access to secret items.







DIAMOND DUST





Sonic pulls his thermals on for a journey through the frozen wastes of the Diamond Dust Zone. Players will have to contend with deadly ice blasts, razor sharp icicles, killer snowmen and frost covered traps.









Review

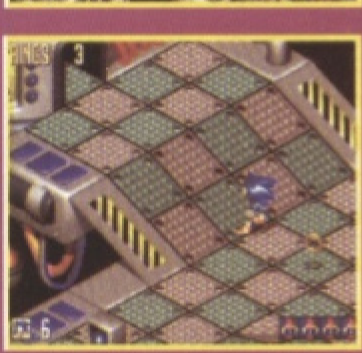
GENE GADGET

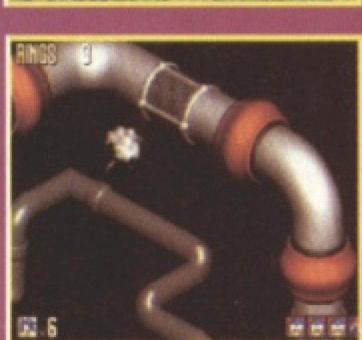




The penultimate zone might be a fantastic ride if it wasn't so deadly! Giant fans launch Sonic high into the air, automated lasers track his ever movement and electric shock panels will drain his rings. Forget tactics, just blast through this stage as quickly as possible.

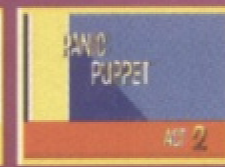







PANIC PUPPET





The end is nearly in sight for our heroic omnivore. Throw switches to activate conveyor belts, liberate Flickies from containment cylinders, dodge proximity mines and avoid losing too many lives. Keep an eye on the map screen to chart your progress and you should make it through this stage in one piece. Players will now face the Badnik boss himself, Dr. Robotnik!



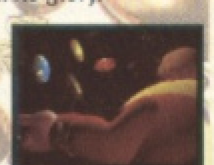




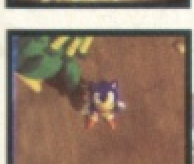
THE END...OR IS IT?

Although completing Sonic 3D takes only a few hours (for us hardened gamers that is) players will only be treated to the first of two rendered end sequences. With Robotnik destroyed and his Flicky friends freed, Sonic can once again hang up his red boots secure in the knowledge that Mobius is safe once more. However, the evil Doc still has the Chaos Emeralds in his possession. By completing all seven bonus stages and THEN finishing the game, players will be treated to the full ending exclusively revealed here in all its glory.











comment



STEVE

Sonic 3D was a great leap forward for the Megadrive, as it offered rendered graphics previously thought impossible on a 16 bit machine, and certainly gave the overrated SNES Donkey Kong series a good run for it's money. After the canning of Sonic Extreme last year, it seemed as though we'd have a while to wait for our first Saturn Sonic game, until Sega announced that Sonic 3D would be converted directly to the Saturn. However, aside from enhanced graphics and nifty weather effects, the guts of Saturn Sonic 3D are identical to the Megadrive game, which really is a disappointment. The new bonus stages, however, are just as you'd imagine a Sonic game on the Saturn to be. The main problem I have with Sonic 3D, and this applies to the Megadrive version as well, is that Sonic was always just a fast, linear game, and the mechanics of Sonic 3D have slowed the action down to a point where it's just not Sonic anymore.

comment



MATT

The Saturn version of Sonic 3D has been the subject of much conjecture amongst the MEAN MACHINES staff of late. Some of us think that it's an unexciting 16 bit offering while the rest of us seem more than happy with Sonic's first Saturn appearance. Now I happen to belong to the latter group of individuals who've not only played and enjoyed the spiky one's first 32 bit outing but also regard Sonic 3D as a thoroughly enjoyable platform game. Okay, so it's not the amazing breakthrough title that Sega has been hinting at for years but so what? Sonic 3D still retains that classic feel by combining speed, cunning level designs and bonus levels that have to be played to be believed. Thanks to Yuji Naka's carefully crafted Emerald stages, the entire office has once again become excited at the prospect of an original Saturn Sonic game the likes of which should see the light, and set new standards, later this year. Until then give Sonic 3D a spin, the little blue fella won't let ya down!

scores

GRAPHICS Enhanced Megadrive visuals with added background animation, textured surfaces and a more polished feel. The 3D bonus stages will blow you away! **89**

SOUND Gone are those annoying 16 bit tunes to be replaced by some amazing harmonies including hardcore jungle music and CD streamed sound effects. **90**

PLAYABILITY Once you get used to the unfamiliar playing angle, Sonic 3D handles superbly. The extra strategy element provided by the collection of Flickies adds to the game's depth. **91**

LASTABILITY It shouldn't take players that long to complete the seven standard stages but obtaining all seven Chaos Emeralds will test even seasoned gamers to their limits. **82**

overall

An impressive MD update with the added bonus of Sonic Team created secret stages, revamped music and cool rendered sequences. **90**

review

Game Name	Scorcher
Publisher	Sega
Release	March — Price: TBA
Game Style	Racing
Import?	✗ — Linkplay? ✗ — Players: 1
Control	Joypad
Background	Futuristic racer in development for a LONG TIME.

Whatever the inconveniences of Post-apocalyptic urban wastelands, they sure are a lot of fun. The rapscallions of Scorcher have turned them into a series of interesting race tracks. Almost makes all that radiation sickness worthwhile.







Quite what goes on at Scavenger, the strange game developer, is a mystery, but it can't be the programming of Scorcher for most of the time. This game is so overdue it looked like giving Heart of Darkness a run for its money (but really, that would be silly). Originally planned for the 32X, then not-so-swiftly adapted for Saturn, only Scavenger could decide racing in giant wireframe spheres across rubble-strewn landscapes would work. Quite why and how this pursuit evolved is not elaborated to within the game. You just jump into your big metal marble and set off to beat your other post-apocalyptic opponents.

SCOR









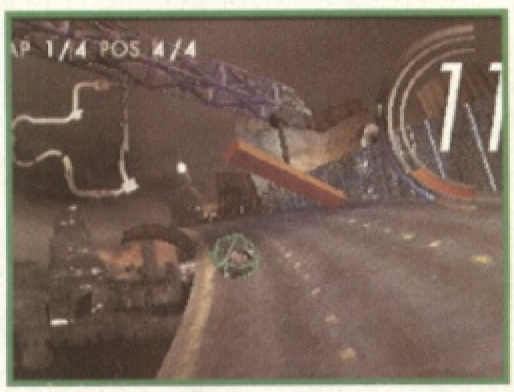




ROLL WITH IT



At first Scorcher strikes you as a futuro-racer in a similar vein as Psygnosis' Wipeout, but it's a good deal more subtle than that. Actually, it's the closest thing to an amalgam between a driving game and a platform game that we've ever played. The driving part involves staying on the wild-curved courses, mastering breakneck speeds and beating the three other competitors (although ultimately, it's the clock you're racing against for promotion). The platform side centres around the inclusion of a jump button which enables players to avoid track-based hazards. The driving surface of each of the circuits is not complete by any manner of means. Obstacles range from immovable debris to emergency barriers which may be smashed, but slow you down. On raised courses, there are plenty of opportunities to fall through the floor, removing you from the race for vital seconds. The key to scorching through Scorcher is learning the layouts and leaping across all impediments, Sonic-style. Once you've sussed out each track you'll have no hassle.











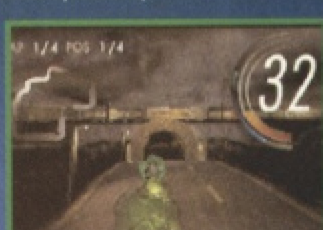




TRAILS OF THE CITY

There are six tracks, raced as a progressing championship. You can practice a track, but only once you have reached it in Championship mode, and you can Time Attack tracks, but only once you have finished them successfully in Championship mode.

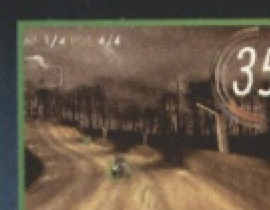


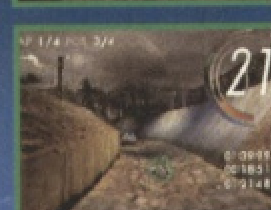


THE DUMP



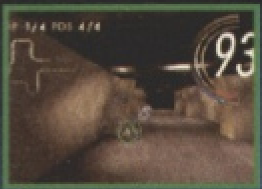






A simple enough layout that'll teach you how to control your futuristic craft . Watch out for two sharp corners and two narrow zones cordoned by breakable barriers. Use of the jump button allows you to reach speed boosts on the banked edges of the track. Near the line is a speed boost which will launch you into oblivion.

TUNNELS



The first real test of your jumping abilities. This is an industrial section where falling into green gunge is all too easy. There are some bendy tunnels to negotiate, then a tricky loop where some skill is required. Finally, a hop onto a narrow curving run to the finish.

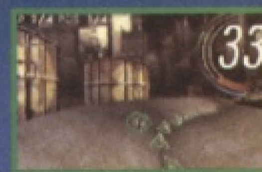




RADIOACTIVE WASTE



A course the uninitiated will stumble their way through, but the speeds possible can tax even expert players. There's a banked booster pad almost immediately, leading to a tunnel. Enjoy the rollercoaster, but only the foolhardy don't apply the brakes. Next are a series of ramp and hole clusters where you need to apply a precise route.



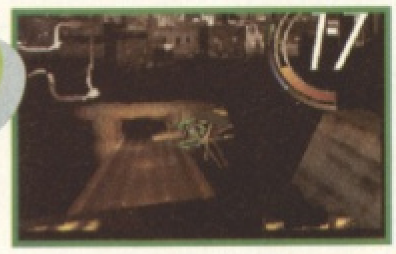
CITY



Now you see what the game engine can really do, as the action heats up and takes to the remains of crumbling elevated highways and interchanges. The course rises and plummets without warning, and turns are sharper than before. The wider track areas give you more freedom to plan routes, but the gaps in the floor have now become chasms in the concrete.



CHER



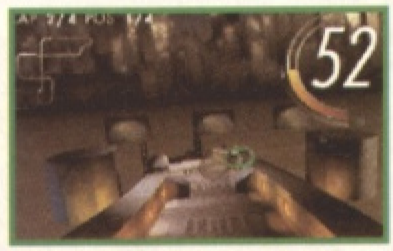
THE NEED FOR SPEED



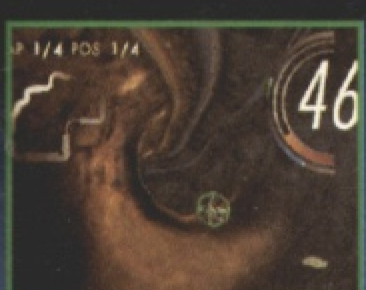
The innovative approach to accelerating and control is an example of Scavenger's emphasis on game physics and mechanics. Your 'marble' has a standard accelerator control, but it quickly reaches its maximum speed. However, you can increase it by using speed boosts. These are picked up from the course in the form of green pods. Now normally, using speed boosts in a game would increase your speed temporarily. But in Scorcher, you retain that boosted speed until you collide sufficiently hard enough with an obstacle or racer to lose it. This makes the use of boosters much more strategic and it increases the challenge of the game proportionately with your ability. The second form of boosting involves pads which activate a temporary trail of chevrons providing a sudden burst of speed. These offer a great advantage, but the craft becomes almost uncontrollably fast. As you learn the tracks and attain more boosters, your overall speed becomes much higher, and the test of your reflexes is greater. The craft will bounce off objects differently depending on speed, forcing you to construct new strategies for each course as you get faster.







SUBURBS



Slightly more involved, this is a course with a few bends flanked by pylons. There's a brief taste of twisting tunnel racing where the marble rolls through a cylindrical section. There's also some mild slalom sections at the beginning and two tricky troughs directly after. Jumping these will give you an edge over the field, which is slowed by them. This course will take some time to master.

comment



STEVE

There comes a point in the development of any video game when the public becomes impatient and restless unless the goods are forthcoming. Tinker with a title for too long or push back a release date too often and fickle console owners will soon tire of constant magazine updates and previews. Take Heart of Darkness for example. Will it ever appear and when it does won't it have been hyped to hell, unable to live up to its high expectations? Although not exactly in the same league as H.O.D. Scavenger's apocalyptic racer, Scorcher, has also been troubled by various development delays. We've been itching to get our grubby mitts on the finished game for some time now and thankfully the finished product is as polished as we expected. Wipeout may think it has the futuristic racing market all sewn up but with its own unique mix of warped tracks, breakneck speeds and kickin' techno tunes, Scorcher looks set to overtake its nearest opposition. However, the lack of a two player mode is a major disappointment and will hamper Scorcher's long term appeal. As it stands though, the one player game is fast, furious and so in your face you'll soon forgive Scorcher's initial shortcomings.

comment



GUS

In all its previous half-baked forms I thought Scorcher was nothing special. But a weekend spent with the final product and it suddenly all clicked. This is a cool game, not just a poor relation of Wipeout. Part of the coolness is the kind of speeds that can be reached, and the other side to it is the subtlety of the control. At first you're everywhere, your craft dropping down every possible hole in the scenery. Put some effort into learning the course and you're weaving across them. In turn, you go faster, and suddenly the ball rides the track differently and you need to adjust. The minutiae of this makes playing Daytona look like cruising. While I get all this, I concede that Scorcher's gloomy look is a bit undistinguished. The 3D is fast — it was used as a showcase for the Saturn, but some of the clipping is poor, and the scenery gets a bit samey. Also, there's some bad slowdown when all four racers are on screen. The music deserves a mention. Jessyp Kidd's excellent trademark techno. With its distinct lack of options (no 2-player mode) Scorcher further lets itself down, but for committed racers bored of the same old thing, here's something even more distinctive than Wipeout.

Scorcher

scores

GRAPHICS Ultra moody, in true Scavenger mode. The 3D is occasionally glitchy, but the game runs like an absolute rocket. Later courses roll and plummet in alarming, but impressive fashion. **87**

SOUND Six techno cuts, some generated in realtime on the Saturn's sound chip. A couple are outstanding and the remainder at least capture the atmosphere. Played without music, the sound effects are sufficient. **90**

PLAYABILITY Players can initially recoil at the apparent lack of depth and the stop start nature of course three onward. Learning the game and getting its feel, is essential to seeing the point of Scorcher. **89**

LASTABILITY Scavenger have let their project down by a lack of supporting options. The courses are more difficult to master than most race tracks, but chasing times is the only long term option. **85**

overall

An alternative answer to Wipeout, although not as flashy, but with more original ideas when it comes to control and gameplay. **87**

review

Game Name	Super Puzzle Fighter II X
Publisher	Capcom
Release	Out Now — Price: TBA
Game Style	Strategy/ Action
Import?	✓ — Linkplay? ✗ — Players: 1-2
Control	Joypad
Background	A Street Fighter themed Tetris/Columns-style puzzle game

It would appear that Capcom reckons you can never have too many Street Fighters.

After all there are two new arcade games, Street Fighter EX and (at long last) Street Fighter III, in development, and also rumours are circulating of an action/adventure game based on the antics of the World Warriors. So while Saturn owners wait for the arrival of X-Men Vs Street Fighter later this year, what could be better than yet another Street Fighter game to fill the gap? Except that this time, the carefully honed one-on-one beat-'em-up action goes right out the window as the SF band team up with Capcom's other creations, the Darkstalkers, in a peculiar puzzle fight to the death.







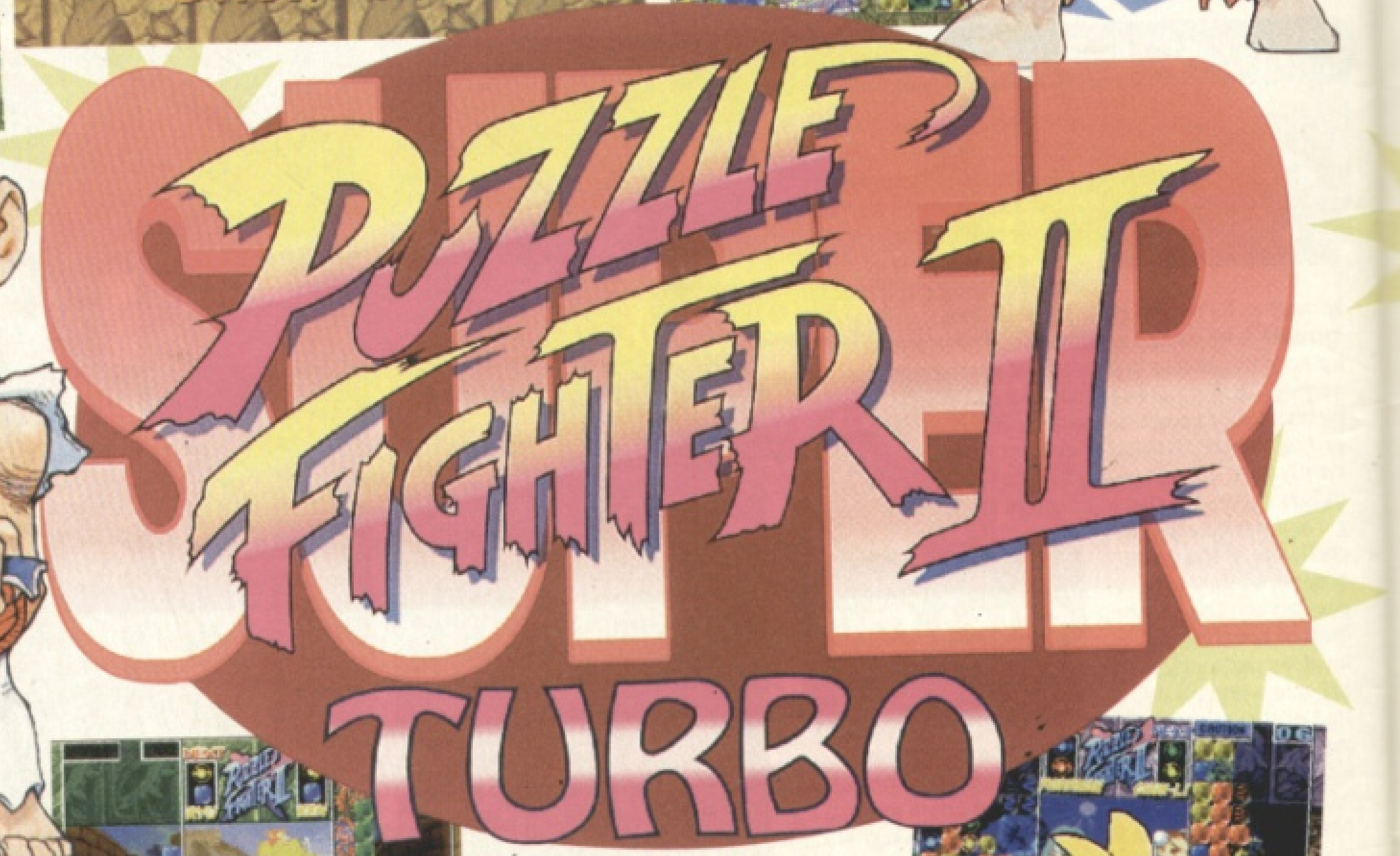
























ALPHA COUNTERS

Super Puzzle Fighter II X is essentially a variant on the Columns theme, as players must match up coloured gems as they fall from up on high. Unlike Columns, where you simply had to match three gems of the same colour to make them disappear, Puzzle Fighter has special 'trigger' gems that cause adjacent gems of the same colour to disappear. So it's possible to collect loads of gems together, and then destroy them all in one go. For each gem that is destroyed, a timer gem appears in the other player's pit, which counts down for a few seconds before turning into a regular gem. The more gems destroyed simultaneously, the more timers appear in an opponents pit. If the gems are arranged so that when one set of gems is destroyed, gems of another colour touch the appropriate 'trigger', you get a chain. By setting up multiple chains, you can really send your opponent to the cleaners as you drop up to 99 timers on them! Destroying gems also cancels any timers that your opponent may be about to drop on you.

WEIRD WORLD WARRIORS

What makes Puzzle Fighter unique is that you can select a cute, squashed down (or Super Deformed, if you will) Street Fighter or Darkstalkers character to play as. Ryu, Ken, Chun Li and Sakura represent the World Warriors, while the Darkstalkers crew consists of Donovan, Felicia, Morrigan and Lei Lei (or Hsien Jo if you insist). Also available as hidden characters are Dan, Gouki and Devillot, who is a character from Capcom's little known robotic beat-'em-up, Cyberbots. As the players destroy gems, characters perform special moves in the centre of the screen. Finish a round in a spectacular fashion, and your chosen fighter will pull off a Super Combo Finish, complete with Street Fighter Alpha starburst background. Each character also has a counter move, which may be activated by arranging gems in certain patterns.















PRIVATE PARTS

As well as the standard Arcade mode, Puzzle Fighter also offers players the snappily titled Street Puzzle Mode. Here players select a fighter and face off against six mystery opponents. Every time you defeat a character, you receive a new hidden feature. These hidden extras include the three extra characters, sound and music tests, a very scary 'original song' in Japanese, an image gallery, an extra (and surreal) Showtime demo and an Expert Arcade mode. With a total of 48 secret items to find, is that an excuse to keep on playing or what?







TURBO OR NOT TURBO

We reviewed the Japanese import version of Super Puzzle Fighter II X. We suspect the official UK release will be handled by Virgin and also renamed Turbo, but only time will tell.



comment



MATT

As a recent Saturn convert and self-confessed Baku Baku Animal fanatic, I was anxious for Puzzle Fighter to live up to its proposed hype. Surely the combination of a rock solid puzzle game and Capcom's trademark license to print money (ie. Street Fighter) would result in an awesome title. Alas it was not to be. Unlike Baku Baku or Bust-a-Move 2, Puzzle Fighter's gameplay is incredibly frustrating as you expect mountains of shattered gems to trigger all sorts of animated antics in the centre of the screen. Unfortunately this just isn't the case and players will often feel cheated and confused when seemingly guaranteed tactics fail to activate character's special moves or defeat even the simplest opponents. On the plus side Capcom seems to have taken note of Sega's tactics and included plenty of hidden features and modes for determined fans to tackle but I'm not so sure the rewards are worth the effort required.

comment



STEVE

Being something of a Street Fighter fan, I have to admit I was initially a little skeptical about Puzzle Fighter. Would it do justice to Capcom's World Warriors? Then I saw the SD (Super Deformed) versions of Chun Li and co. and all was peachy once more. At it's heart, Puzzle Fighter is just a variation on the classic Columns theme but the addition of tiny cartoon fighters slugging it out during games, is very cool, and great fun just to watch. However the puzzle action itself isn't exactly perfect, as it relies on the appearance of trigger gems to clear the coloured blocks that stack up in your pit. When these gems magically fail to turn up at crucial moments, things can get a little frustrating as you lose without being able to do anything about it. But if you're into your Street Fighters, you can overlook this and appreciate Puzzle Fighter for what it is: an extremely cute and (mostly) playable puzzle game.

scores

GRAPHICS — Simple but effective. The fighters are extremely cute and as well animated as the full sized versions. There are also tons of references to other Capcom games in the stage backgrounds to amuse SF anoraks. **85**

SOUND — The music is generally made up of remixed versions of regular Street Fighter and Darkstalkers tunes. The speech is the same as usual, but there's more banter (in Japanese) between the in-game characters during matches. **88**

PLAYABILITY — Puzzle Fighter would be supremely playable were it not for relying on trigger gems to destroy blocks, which can get annoying as your pit fills with no hope of recovery. Other than that, it's like most Tetris games. **88**

LASTABILITY — With the original arcade game, an expert mode and the Street Puzzle mode, the one player game will keep you busy. The two player game will last longer, if you can handle frustration at the pot-luck nature of trigger gems. **90**

overall

With a combination of a hopelessly addictive puzzle game and Street Fighter, you can't possibly go wrong. If you haven't already got Bust-a-Move 2, get this. **87**

review

Game Name	Tilt
Publisher	Virgin
Release	TBA — Price £49.99
Game Style	Pinboll
Import?	✕ — Linkplay? ✕ — Players 1-4
Control	Joypad
Background	NMS Software has been working on this for 2 years.



You can't teach your granny how to suck eggs. You can't teach Bally Midway or Gottlieb anything about pinball. But Virgin has a go.



When NMS first devised Tilt, they got into some high-level talks with Williams, the world-renowned pinball manufacturer. Williams was interested in doing pinball video games of its own, and NMS thought of licensing some tables. In the end, it came to nought, although Williams ditched its own plans on the strength of Tilt's competition.

Despite not relating to actual tables, Tilt, essentially a 2D scrolling pinball sim, nods in the direction of lots of classic table. Roadking USA in particular borrows heavily from tables like Bally's Transamerica, and Star Quest has a real Data East feel to it. If these subtelties mean anything to you, you're probably interested in seeing how Tilt compares with the likes of Pro Pinball: The Web and Pinball Dreams. If not, you've already turned the page.















CUNNING PLAN

Tilt offers a choice between a plan view — where the table is shown from a vertical perspective and covers several screen — and a raked view, a 3D angled look down the table, which is shown within a single screen and doesn't move. While that is more attractive and gives a better sense of 3D, the features are small and the layout difficult to work out.





ROADKING USA

A typical 'car race across America' table and one of the easier ones. Go into the auto shop to set off the bonus modes, and travel through subways to advance the jackpot.



MIGHT AND MAGIC

The art looks pretty crap, and the style of the table is older, with an emphasis on bumpers and drop throughs. The bonus modes are quite hard to locate, but raking up huge scores in them is quite common.



TURNING THE TABLES

There are six different tables, each themed with a selection of features and with differing levels of challenge. The features on each table are inter-linked to build towards special bonuses, multi-balls and the jackpot. At first, playing might seem wholly arbitrary, but you'll come to map out the features and work out sequences to tot up your score.





THE MONSTER

Every horror cliché has found its way onto this complex table. The tricky layout makes this one to play early on, as you can set off a number of easy bonuses, including the skeleton, and a cool video mode avoiding ghosts.

THE GANGSTER

This looks quite a slick table, styled on the popular depiction of '30's gangsters. It's also quite a difficult table, as there's a lot of space in the lower part of the table. Nice sound effects.

STAR QUEST

A distinctive table with its auto release and heavy flippers. Quite easy to play, with an easy mode start and docking bay bonuses located on the right, and frequent quick multi-balls.



TILT

FUNFAIR

Quite a challenging table, as its mode switch is kept in the park area which is sealed off until you hit a battery of three lights. There is a ferris wheel ball lock, nicely animated,



comment



GUS

Tilt didn't turn out to be all it was cracked up to be – a true 3D pinball game. We knew as much a whole year ago, when the PC version arrived, and another year's wait hasn't thrown up any surprises. There's no great inferiority between the tables offered here and Pro-Pinball: The Web, and there's a damn sight more. The sheer volume of features and styles should keep pinball fanatics occupied for longer than any other comparable title for Saturn. Even though the 3D view didn't work out, and Tilt is just another hi-res version of Pinball Dreams, it's recommended.

comment



STEVE

As pinball games go, Tilt isn't too bad. There are six varied courses on offer, which is more than can be said for games like Pro-Pinball, but some of them become a bit confusing in the otherwise well-rendered 3D view. It plays well enough, and there are plenty of multi-ball features and sub-games to keep you playing for ages, but in the top-down view it just looks like Pinball Dreams, which is an ages old Amiga game - not really what you expect from a machine like the Saturn. To be quite honest, video game pinball has the potential to be far more exciting and over-the-top than real pinball could ever be, so why software companies insist on reproducing normal tables is beyond me. Tilt is a solid pinball game that is well worth shelling out for if that sort of silver ball type action takes your fancy.

scores

GRAPHICS The plan view shows the level of detail and most tables look slick and professional, but the 3D-ness is lost. The scrolling is supersmooth.

85

SOUND Music tracks and cool sound effects for all tables, that's a lot of sound. Star Quest and Gangster have some of the best.

83

PLAYABILITY The most important aspects, ball movement and scrolling are faultless, but Tilt lacks essentially new features which makes it dull over a time.

84

LASTABILITY Six tables goes a long way to giving the player something they will come back to, and each has quite a lot of play value.

82

overall

The best pinball game on Saturn. Until someone takes the 32 bit polygon challenge and produces a true 3D sim.

84

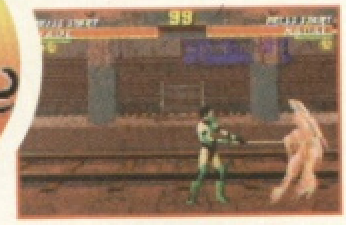
review

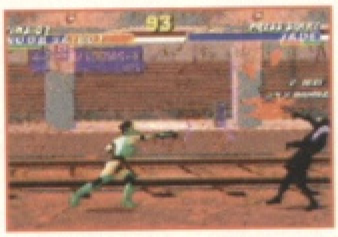
Game Name	Ultimate MK3		
Publisher	THE		
Release	Out Now	Price	£39.99
Game Style	Beat-'em-up		
Import?	✕	Linkplay? ✕	Players 1-2
Control	Joypad		
Background	The most komprehensive version of Williams' classic beat-'em-up		

Yeah, yeah, we know Ultimate Mortal Kombat 3 is already out in the shops so don't bother sending us any witty letters, okay?

Now that the Mortal Kombat series has reached epic proportions, it's a real shame that new additions and updated versions of the game are usually treated with scorn by video games journos. Okay, so perhaps the 2D side scrolling antics of Liu Kang and co. pale in comparison to the likes of Capcom's recent efforts and Sega's 3D titles but Ultimate Mortal Kombat 3 is still a worthy sequel packed with characters, special moves and secrets galore. What's more, there are buckets of blood sloshed around the place willy nilly so your parents are bound to be offended. Now is that such a bad thing?





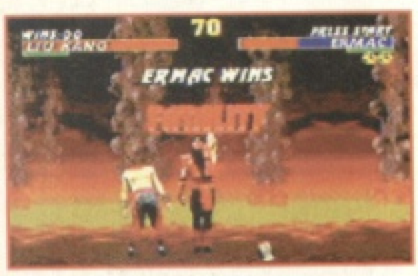


ULTIMATE MORTAL KOMBAT 3



GORE GALORE!

There are now more ways to defeat your opponent than ever before. After successfully winning two rounds, a player may pick from one of seven bloody or humorous finishing moves that must be performed in just the right spot within a few seconds. Succeed and the screen will darken, heralding the arrival of a suitable punishment...



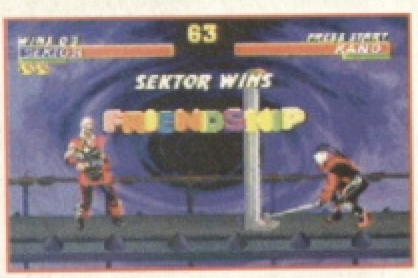
FATALITY

Each character has two blood-soaked finishing moves with which to dispatch a defeated foe. Timing and distance are crucial but the results are usually worth the effort required.



BABALITY

If the sight of endless entrails is too much to stomach, why not turn your opponent into a bawling baby? Remember not to press either of the punch buttons in the final round.



FRIENDSHIP

Friendship! Friendship! It's the perfect blendship! Er... or something. As with Babalities, perform a cheery finishing move by giving your enemy a smashing present or tasty treat.



PIT FATALITY

Certain stages (such as The Pit III) contain background activated fatalities which involve uppercutting an opponent into razor sharp spikes and an imminent meeting with the Grim Reaper.

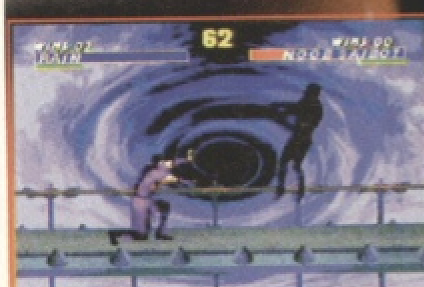


BRUTALITY

Included in PSX MK Trilogy, Brutalities require players to unleash up to eleven hits in succession before literally punching your enemy to death. One for expert players only.









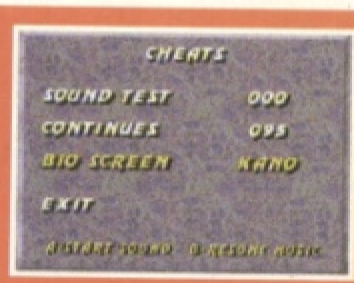
CHOOSE YOUR PATH

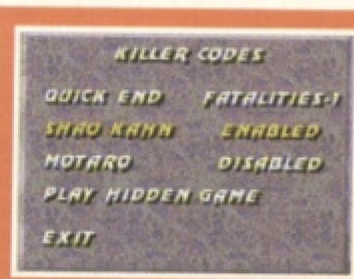
As well as the standard one and two player games, UMK3 contains two new gameplay options in the form of 2-on-2 Kombat rounds and an 8 Player Tournament. The former is essentially a tag team-style game where players select two characters each and scrap away until one is defeated, in a violent explosion of blood and bones, whereupon your partner leaps into the fray to take up the challenge. On the other hand, the 8 Player Tournament offers a lengthier game requiring players to choose two teams of four kombatants and slugging it out until only one true winner remains standing.

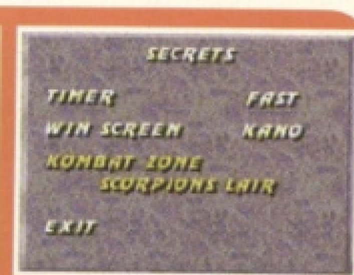


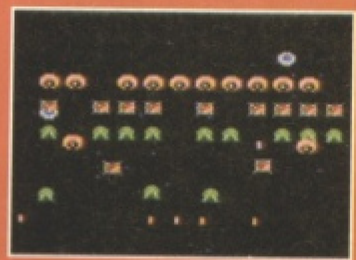
SECRET STUFF

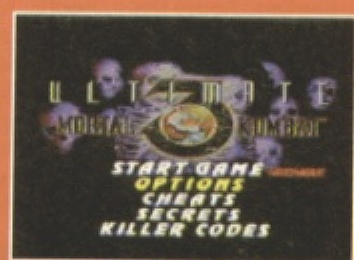
As this month's Mean 16 is chock full of quality tips we're printing some exclusive UMK3 cheats here. On the main menu screen enter the following code: A, C, Up, B, Up, B, A, Down. This brings up three additional menus labelled Cheats, Secrets and Killer Codes. The Cheats menu offers players the opportunity to check out a Sound Test, increase One Player kontinues and even take a peek at each fighter's Bio Screen. The Secrets menu includes such cool features as random timer speeds, character Win Screens and a background select. Finally, the Killer Codes menu allows players to switch on one button finishing moves, select Shao Kahn and Motaro as playable characters and even play a hidden game of Galaga. Note that the bosses are only available in two player games and only one fighter may pick that particular character at one time (in other words: no Shao Kahn Vs Shao Kahn battles!)

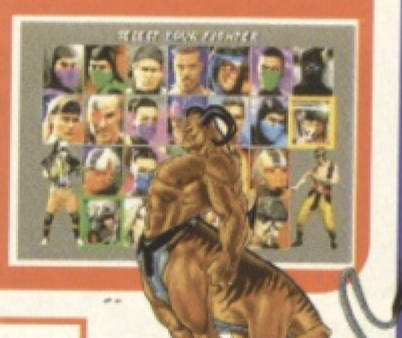














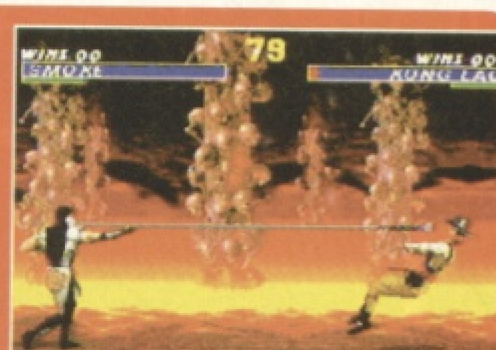
ALL NEW FIGHTERS!

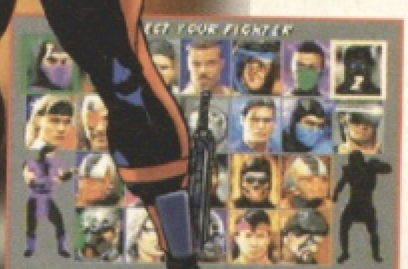
Megadrive owners can breath a sigh of relief as every character from the Saturn version of Ultimate Mortal Kombat 3 has made the transition to this 16 bit beat-'em-up extravaganza. Making a welcome appearance, after taking time off following MKII, are the male ninjas, Scorpion and Reptile. Also back are those two lovely ladies Kitana and Jade (now a playable character). For those of you who played the arcade and Saturn versions of UMK3, there are three additional fighters who were previously only accessible via Kombat Kodes. They are Ermac (a rumoured MKII fighter), Mileena (returning from MKII) and Classic Sub Zero (the elder brother of the unmasked version in MK3). In addition the mysterious silhouette of a fighter, Noob Saibot is now playable as is Rain, a purple clad ninja previously only seen in the UMK3 arcade intro sequence. Blimey!



PLAY AS CLASSIC SMOKE!

There's a final hidden character lurking within UMK3 and he's a human ninja version of the robotic assassin, Smoke. To choose him, highlight Smoke on the character selection screen and hold down HP+LP+HK+LK until the first round begins. Classic Smoke's moves include Scorpion's Spear and Teleport.











comment



STEVE

Unlike Matt, who's well into his Kombateers, I've never been able to tell the difference between a Scorpion and a Sub Zero. The pesky blighters all look the same to me, and Ultimate MK3 certainly seems to have enough differently hued variations of the same sprite. Highly confusing. I admit UMK3 is a terrific achievement for the Megadrive, especially considering the amount of characters and backdrops available, but I've never had a 'thing' for Mortal Kombat and consequently all that is of very little importance to me. I'm assured that all the kombos, fatalities and other japery are included, but I don't give a toss about 'em. Mortal Kombat has it's fans, and I'm sure they'll get a real kick out of this, but personally I'd rather play Street Fighter II. Or anything else apart from this.

comment



MATT

:I admit it, I'm the only person working on MEAN MACHINES who either appreciates or owns any of the Mortal Kombat series (hey, even my SNES copy of MKII gets dusted off from time to time). That being the case it's not going to be easy to give an honest and unbiased opinion of UMK3... so I won't bother. Basically if you're a MK fanatic and Megadrive owner, this has to be an essential purchase. Even with characters drastically reduced in size and the Megadrive's godawful colour palette turning each fighter into a blurry bunch of pixels, there are still enough special moves, secret surprises and frighteningly fast gameplay to make this one of the last decent 16 bit titles we're likely to see. Even Saturn owners might want to check this one out as the addition of previously unselectable characters (such as Rain and Noob Saibot) add yet another layer of crimson icing to UMK3's bloody cake.

scores

GRAPHICS Murky, shrunken sprites are a disappointment but considering the amount of characters and backdrops crammed into the cart, the corners that have been cut are bearable. **79**

SOUND As with MK3, the Megadrive's sound chip just isn't up to the job of replicating all the arcade game's background tunes and sampled sound effects. At least the Toasty Man still sounds hilarious. **67**

PLAYABILITY The action is fast and furious and only the 6 button Megadrive Joypad will really do UMK3 any justice. Special moves are easy to master but you'll need lightning-like fingers to pull off some Fatalities. **89**

LASTABILITY With four Destiny Paths to choose from, the one player game should last a while. The two player 2-on-2 option and the additional 8 player tournament offer even more longevity. **91**

overall

A fitting finale for the 16 bit Mortal Kombat series: the final word in Megadrive 2D beat-'em ups. 26 fighters, gallons of blood and finishing moves galore.

86

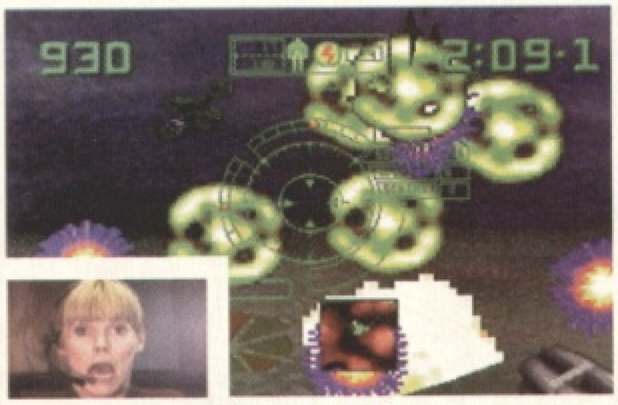
review

Game Name	Krazy Ivan
Publisher	Psygnosis
Release	January — Price £39.99
Game Style	Shoot-'em-up
Import?	✕ — Linkplay? ✕ — Players 1
Control	Joypad
Background	The only PlayStation game to feature robots and Russians.

If video games are anything to go by, aliens do exist, and have only one thing on their minds: making mincemeat of planet Earth!

And here they come again, threatening to give the planet a good kicking for no discernible reason. But wait! As usual, a lone soldier is on hand to see off this terrifying alien menace. Except this time, he's a mad Russian geezer armed with a powerful armoured suit to see 'em off with. Yes, not only is our Ivan a bit bonkers, hence the honorific 'Krazy', but he is also packing enough firepower to level an average alien invasion fleet. It's a good job these one man armies always show up just in the nick of time, otherwise we'd have been overrun by exactly 4087 alien invasion fleets by now, and that's official!







KRAZY IVAN☆







FIVE YEAR PLAN

As you'd expect for a large robot power-suit, Krazy Ivan is stuffed to the gills with all manner of exotic weaponry. The standard 30mm and 50mm machine guns are admittedly not all that exotic, but also available are destructive missiles ideal for mass destruction. The lasers are part of your special weapons complement, and do a useful amount of damage. Next up is the plasma cannon, which is powerful but unfortunately overheats quickly. The vortex bomb acts like a grenade, with a huge blast radius decimating anything within range. But the biggest baddest weapon of them all is the Z-Beam, which toasts enemies within seconds and consequently is a handy piece of kit to have at your disposal.

GREAT LEAP FORWARD

Krazy Ivan contains five different combat zones; Russia, Saudi Arabia, Japan, France and North America, each packed with nasty alien tykes just asking to be blown up. Each zone also contains three or four unique boss characters that, more often than not, take on the form of some kind of animal, although they tend to be heavily armed animals made out of metal. Once the bosses have been seen to, the location of a power core is revealed, which you then have to destroy to complete the zone. As you progress through each level, your support team provide Ivan with handy updates about the status of each target.





scores

GRAPHICS	68
SOUND	80
PLAYABILITY	81
LASTABILITY	68

overall

As well as looking and sounding distinctly average, Krazy Ivan is a game of such monumental dullness that you may as well not bother with it, really. Only five stages means there's no lasting challenge either.

64

comment



MATT

Although I feel Steve is being a little harsh with his criticism of Psygnosis' 3D robot blaster, I do agree that Krazy Ivan is a bit of a puzzler. Why wait over a year to convert a less than successful PlayStation title to the Saturn and in the process fail to improve the game's limited mission structures. That's the real disappointment with Krazy Ivan. Shoot a few robots, pick up a few icons, go to the next level. There are no real surprises (except for the appearance in the intro sequence of that blond bird from Eastenders who sang in the Queen Vic a few times and who Nigel tried to snog) and players will soon tire of the repetitive gameplay. Hey Psygnosis! How's about a few decent, original Saturn based titles for a change?

comment



STEVE

When the PlayStation mags reviewed the original version of this, they went ape over how good it looked, but to be quite honest I can't see what all the fuss was about. Krazy Ivan's landscapes are extremely uneventful, and this isn't helped by the fact that you can't see that far into the distance. You're supposed to be going up against aliens, but the enemies don't look all that extraterrestrial to me, they could be any run-of-the-mill multi-limbed mechanoid. And it's not as if the game is all that exciting to play: chance are you'll be getting pretty bored roughly halfway through the first level. Krazy Ivan does have a particularly cool intro, but that's not really a good reason to buy it, is it?

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Read on for previews of Sega's latest arcade-to-Saturn conversion, a graphical adventure to die for, Micro Machines meets Virtual On and the most indepth Fighters Megamix coverage yet.

preview

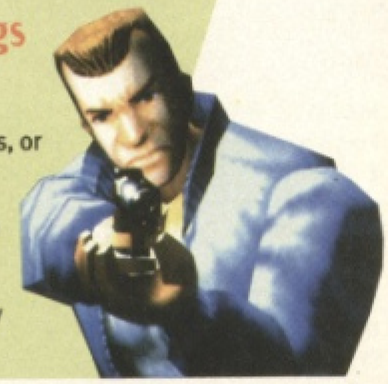
Game Name	Die Hard Arcade
Publisher	Sega
Developer	AM1
Release	March

DIE HARD



The 30 fps character animation in Die Hard Arcade is on a par with Athlete King's silky smoothness.

There's something about tower blocks that brings out the worst in people. In the lifts, especially.



I blame those lefty, goody-goody Sixties planners who erected all those monstrosities, or Donald Trump, or that bloke in the Towering Inferno who did all the wiring on the cheap... Yet again tower blocks rear their ugly penthouses in Die Hard Arcade, a sterling new arcade-to-home conversion from Sega's R&D Dept. 1. As AM1 used the Titan (ST-V) arcade module, the Saturn version is technically identical, apart from the need to load from CD, as Titan boards use memory chips. Sega has kept quiet about this one, because of the delicate nature of Fox's Die Hard license, which is currently being used by Fox for Die Hard Trilogy, reviewed last month and one of our current favourites.

SCHOOL SWATS

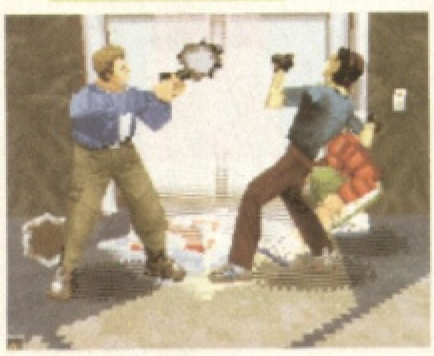
You are one (or two) of L.A's top SWAT 'tecs, dropped on the roof of the Nakatomi building, when a jewel heist develops complications. A band of terrorists are attempting to break the safe, but realise the President's daughter is hiding in the building (unknown to them, under the arch-baddie's desk). Your fellow SWAT operatives are ambushed as the helicopter releases you, and you're forced into the top floor with no weapons and a monumental task to overcome the hordes on your own.



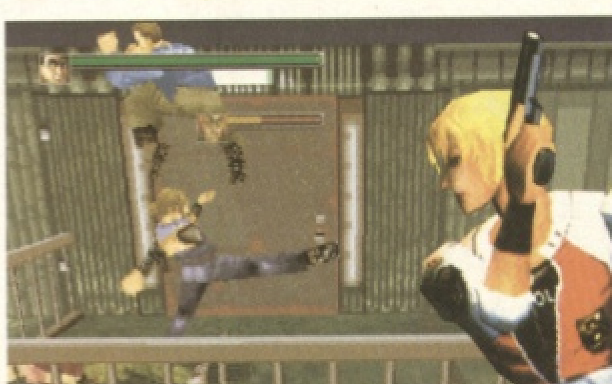
















ARCADIA

Welcome to Arcadia, MEAN MACHINES SEGA's up-to-the-minute coin-op section. If you're looking for the latest, accurate information on state-of-the-art arcade machines then you've come to the right place. This month we bring you a sumptuous selection of cracking coin-ops lurking just around the corner. Capcom, the kings of combat games, are back with a few surprises and EA steps into the beat-'em-up arena.















ARCADE





SURROUNDED BY IMBECILES

The plot unfolds using realtime polygon sequences, not the cop-out of pre-rendered FMV. There's an evil old geezer with a beard who is the Victor Meldrew of organised crime. Your characters are seen legging it through the building, and are occasionally called upon to make a reflex move in response to danger, or the unexpected appearance of a new foe. The only problem is that the story bits on Saturn require frequent disk loading, which breaks them up. The wire-frame diagrams of your route through the tower are very smart.

TAKEN IN HAND

Weaponless at the start, your cops have been trained in every form of unarmed combat known to man: guns by Charlie's Angels, lead bars by Grant Mitchell and mops by Dale Winton. If you see any of these on the floor, pick them up and use them. A handgun can be useful — a rocket launcher is pretty decisive, when used in the confines of office space.















LAUGH THROUGH THE TEARS

Few games have got such comic mileage out of doing damage to other humans, and from the weird and wacky clobber (Seventies flares, bondage gear, even a pair in their underpants) the bad guys deserve everything they get. This includes kicks to the groin, rabbit punches and drop kicks. The control lies somewhere between Streets of Rage and Virtua Fighter in complexity.

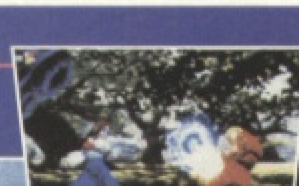


STREETS AHEAD

The most exciting aspect of Die Hard is that it's the first 'Streets of Rage' type game for Saturn: a sub-genre of the beat-'em-up we've all missed heartily. The use of polygons is excellent, the animation superb considering you can be fending off four or five baddies on screen. Only Core's Judgment Force could be a serious rival to DHA.

STREET FIGHTER EX

Major additions, since issue 51's first look, include the appearance of all ten characters on the selection screen as well as the added bonus of seeing a 3D Vega in action! The current line-up is as follows: Ryu, Ken, Chun Li, Zangief, Guile, Pullum Purna, Cracker Jack, Hokuto, Doctrine Dark and Skullomania. Developers, Arika, are promising familiar Street Fighter 2D style gameplay, within the confines of a 3D arena. For instance, Ken and Ryu's Dragon Punches will be performed in the same manner but players will now be treated to a variety of dramatic replays as well as some spectacular lighting effects. Word is that Street Fighter EX will arrive on Saturn sometime this Summer.







Apparently a 3D Gouki appears in Street Fighter EX!

preview

Game Name	Torico
Publisher	Sega
Developer	Sega
Release	March

TORICO





Hot on the heels of Enemy Zero, another atmospheric rendered adventure, this time the closest thing to Twin Peaks for the Saturn.



We've all stopped off there. It's that place miles from anywhere without a video shop and distinctly weird inbred locals, a cross between the Stepford Wives and Last of the Summer Wine. In Torico, they call it Misty Town and they call you The Traveller. You call yourself Fred. You wake up in the town jail, and quickly lose the plot entirely, due to having mislaid your entire memory.

You have a cellmate. He calls himself Anthony, and rather worryingly he seems to have the key but is in no hurry to leave.





This is the opening to Sega's newest rendered adventure, Torico, a game in the same vein as Warp's D and most recently Enemy Zero, as well as an older Saturn title, Mansion of Hidden Souls. Certain telltale signs give away the involvement of 'Mansion' staff in this production.

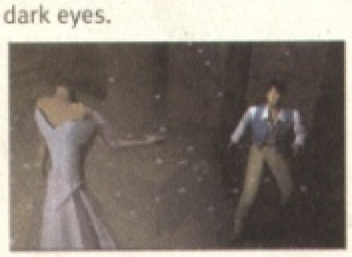


Torico is quite a large endeavour, with a town to roam around, which is rendered in FMV from a virtual townscape created on PC. Absolutely no clues are given as to your identity or purpose at the start, though the oddball characters that populate Misty Town begin to fill you in. For your part, you can use the objects you come across or the information garnered by the rather recalcitrant townsfolk.



RIGHT SAID FRED

Not a name that normally conjures up an aura of mystery, but nevertheless Fred, your character, is enigmatic. He doesn't know who he is or how he wound up in Misty Town jail. Or, for that matter, how he came to have a strange crescent symbol tattooed on his forehead. You'll get to know Fred's features and mannerisms quite well, as Torico is full of dramatic close-ups of his dark eyes.





A TOWN WITHOUT PITY

You may find it heavy going at first in Misty Town. Even when you locate the townsfolk, they are reluctant to talk. The reason happens to be the only person who you can get some sense out of, the chilling Lord Gordon. He owns the town (and the people it seems) and lives in a large adjacent estate. Sooner or later he will summon you and let you know he doesn't care for your face much. His henchman, Jade (the spitting image of Quentin Tarantino), crops up all over town and is a rather unpleasant sort.

HOWL AT THE MOON

There is another place that seems to preoccupy the residents of Misty Town. It's called the City of Moons, and it has a special resonance for Fred. And Lord Gordon too, apparently. The City seems to have been designed and decorated by a Victoriana freak, and it's also the cue for some lavishly detailed rendering.



TOWN PLANNING

The earlier part of Torico lets you wander around Misty Town, a series of winding streets and hedged gardens, with the occasional shop to visit. Most rendered adventures restrict your movement to a few locations, but there are about 15 places you are free to visit, and different things to look at within these locations. Looking at an object may uncover another object, or trigger an encounter, moving the story along. For example, the town windmill is apparently useless, until you meet Anthony in a specific place when he will tell you the windy season is nearly arrived. You return to the windmill and...







DARKSTALKERS 3

DEVELOPER: CAPCOM

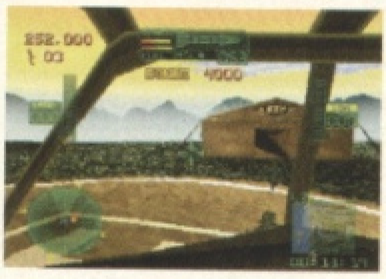
Although famous for its award-winning Street Fighter series (see SFIII coverage on page 20), Capcom also has a few other top-notch beat-'em-ups scheduled to receive the sequel treatment in '97. As well as SFEX there's the provisionally titled DarkStalkers III. Although rumours hinted that this title would utilise Capcom's new CPS III arcade board it now appears the this won't be the case. The third monster outing for this motley band of creatures will actually be a CPS II release and may even recycle existing character animations. Apparently all of the existing characters will be returning with the exception of Phobos and Donovan. There will, of course, be a number of new faces as well as a host of extra moves for the original fighters. Fans of the series will also see such familiar gameplay techniques as Chain Combos and Guard Cancels as well as a revamped dashing system. Expect to see more of DarkStalkers III in the near future.

BLACK DAWN

preview

Game Name	Black Dawn
Publisher	Vigin
Developer	Black Ops
Release	TBA

With Soviet Strike receiving a whopping 89% this issue it seems as if helicopter shoot-'em-ups may be enjoying something of a resurgence. However, unlike EA's isometric offering, Virgin's forthcoming chopper challenge, Black Dawn, takes the well-trodden first person perspective path of such classic airborne blasters as Thunderhawk 2 and intends to deliver a killer payload of smooth visuals and explosive gameplay. The fact that Black Dawn also immerses players in realistic 3D texture mapped war zones where the difference between life and death can come down to who's got the itchiest trigger finger, can't be a bad thing at all.







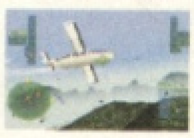








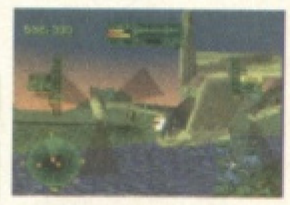






BLADE IN THE USA

Black Dawn has been the recent-pet project of Virgin's US based programming team, Black Ops. The aim has been to recreate the feel of actual helicopter based combat by providing players with an intricate control system, a variety of missions and enough firepower to level a small South American country (which you can actually do if you like). As with Soviet Strike each campaign requires a set number of objectives to be completed, with enemy forces outnumbering your humble craft 200-1. If those kind of odds appeal to all you maverick pilots out there then you'll be glad to learn that the Saturn version of Black Dawn will go under the review microscope next issue.

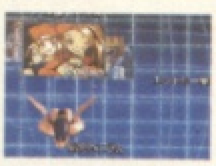


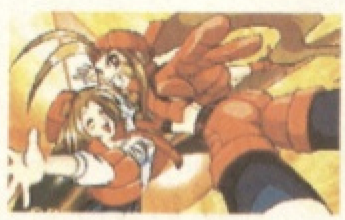
VATLVA

preview

Game Name	Vatlva
Publisher	JVC
Developer	Ancient
Release	Out Now (Japan)







Despite being very, very strange, Vatlva can be readily described as being the mutant offspring of Virtual On and Micro Machines. Make sense now? Didn't think so. It's like Virtual On because each player picks a robotic vehicle with which to do battle in an obstacle packed arena, and it's like Micro Machines, because the action is viewed from above and, using the Saturn multi-tap, up to six people can take part at once!









LEVEL HEADED

Vatlva features a number of different arenas that have varied effects on your vehicle. For example, the snow level slows you down, while the level set on an athletics track is much faster. The vehicles available also have different attributes; smaller cars may be faster but don't have weapons as powerful as those on larger vehicles, like the tank. Random power-ups appear to replenish your weapons, and some levels also have unique obstacles and features that can either be destroyed or collected. Vatlva has yet to receive a UK release date.

FIGHTING RABBIT



DEVELOPER: ELECTRONIC ARTS

This cartoony game has got us a little baffled but from what we've discovered it appears that Fighting Rabbit is not only a wacky 2D beat-'em-up, but it's also the first arcade title to be developed by EA's Japanese coin-op programming team. Details are scarce at the moment but apparently players fight using human characters who are capable of summoning 'toon spirits who then assist in battles be launching energy based attacks. Both characters have an energy bar and if your animal ally is defeated you're unable to use them for the remainder of the round. We'll do a bit of digging and see if we can unearth more Fighting Rabbit facts in future Arcadia's.



preview

Game Name	Fighters Megamix
Publisher	Sega
Developer	AM2
Release	March

FIGHTERS

STUNNING INTRO

The first notable addition to last month's unfinished copy of Fighters Megamix is a stunning rendered intro sequence that sets the scene for the epic battles to follow. Players are treated to an intense one-on-one FMV fight between the winner of the Virtua Fighter 2 tournament, Akira Yuki, and Fighting Viper's resident hard man, Bahn. Cut scenes show various characters from both games such as Sarah Bryant (wearing her kinky VF3 costume!), Candy hanging up her trademark red rubber outfit in favour of a canary yellow kit, Jane working out in the gym and Shun fast asleep. The entire sequence merely whets your appetite for the game proper.











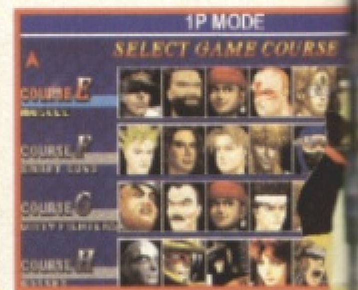

Since last month we've received our Japanese copies of Fighters Megamix and have wasted the entire Christmas break probing its many secrets. Here's what we've discovered so far...



As reported last issue, Fighters Megamix looks like being one of the top Sega Saturn titles for '97 with its unique combination of Virtua Fighter and Fighting Vipers characters and the guaranteed seal of quality that AM2 manage to stamp on all of their excellent arcade titles. This month we'll be taking a brief look at just how deep the game really is and unveil the full list of secret characters, as well as a handful of hidden modes and eye-popping goodies that have been packed into this incredible 3D beat-'em-up.







SECRET FIGHTERS REVEALED!

When competing in a one player game, players may initially choose from one of four paths to follow, such as Course A: Novice Trial and Course D: Girls, and by defeating a set number of opponents they're rewarded with a secret character on the main selection screen. Complete each of the four paths to open up a further four followed by the remaining two. The question mark at the end of each path represents the mysterious fighter you'll finally face. As you discover each of the additional characters, and their respective backgrounds, they'll automatically be saved to the Saturn's internal memory negating the need to tackle each path more than once. The full character selection screen, showing all 32 fighters, looks amazing! ****SPOILER WARNING!**** If you don't want to find out about all the secret characters just yet, we recommend you stop reading now!



AKIRA

Using the same moves as his adult incarnation, the VF Kids version of Akira is one of the first secret characters to be discovered in Fighters Megamix. With his bizarre inflated head and helium fuelled, high-pitched voice, VF kids Akira is certainly a comical character- although he' s nowhere near as strange as some of the other secret-fighters hiding within.









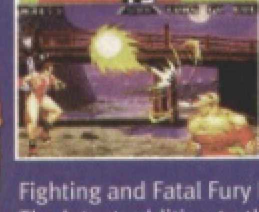


ARCA





FATAL FURY: REAL BOUT SPECIAL



Yes, the SNK series that just doesn't know when to roll over and die is back once again thanks to the frighteningly imminent release of Fatal Fury: Real Bout Special. In Japan, SNK's various long-running 2D beat-'em-up's have achieved a kind of cult status. Although never in the same league as Capcom's offerings or as arcade friendly as Sega's coin-ops, the likes of Samurai Shodown, Art of Fighting and Fatal Fury have still managed to carve themselves a nasty little niche. The latest addition to this ever-growing list is Fatal Fury: Real Bout Special which marks the latest appearance of those pesky Bogard brothers as well as the usual cast of martial arts misfits and Gladiators rejects. Sega's recent deal with SNK has so far resulted in the release of both King of Fighters '95 and Fatal Fury Real Bout on Saturn and word is that this Special edition of the FF series will also appear sometime in '97. Boy, we can't wait...

S MEGAMIX

Psst... There are at least 3 more secret fighters in FM!

SARAH



This super deformed Sarah Bryant plays the same as her taller sister although with tiny limbs, players will have to get in close for many of their moves to hit the right spot. Check out the big head and squeaky voice.





RENTAHERO



Rentawho? You may not recall this battery-powered fighter from yesteryear but Sega assures us that he's actually an obscure character from an early arcade game. Decked out in Fighting Vipers-style armour this unlikely fighter actually looks like he might have some true potential.



SIBA



Scheduled to appear in VF1, the Arabian sword-twirler, Siba, was a prototype character that never made the grade. However, AM2 have since had the chance to tinker with the turban-headed warrior and have given him a nifty set of moves, one of which enables him to stab his opponents.



BARK



The first of two Sonic Fighters to appear in Megamix, Bark is a huge polar bear who specialises in throws and close combat moves. His Zangief-style piledriver should be avoided at all times. Don't let his cute, fluffy looks fool you.





BEAN



Closely following Bark in the 'Bizarre-token-funny-animal' stakes, is Bean. This devious duck has paid no attention to the rules of the competition and has managed to sneak a few bombs into the tournament. Also watch out for his migraine inducing flying head butt move.



DAYTONA HORNET



Yep, you read that correctly. The Daytona Hornet car IS a hidden character in Fighters Megamix. Hopping up onto its back axle, the Hornet uses its front wheels to attack opponents. Use an armour breaker move on the car and you'll shatter its bonnet wide open!



JANET



Ms. Marshall actually 'borrows' many of Aoi's moves from VF3 although she's also capable of pulling out her gun and shooting her opponents. Smash her armour off to reveal a tiny white vest!



URA BAHN



As if Bahn wasn't tough enough, AM2 have decided to include yet another version of this cool fighter. Ura Bahn is even tougher than before and we've yet to discover all his new moves.





DEKU



The final secret fighter arrives in the unlikely form of Deku. Yes, he's a giant green bean and yes, that is a Mexican hat and maracas he's sporting. Deku is included as purely a novelty character.





TWINKLE STAR SPRITES



Hey, if we didn't get at least one bizarre Japanese game into Arcadia every month, what would be the point? This month's weird entry is yet another SNK offering, the fluffy shoot-'em-up, Twinkle Star Sprites. Now we know that this may look slightly lame but from what we know, this arcade blaster features the same style play mechanics as seen in Konami's hit series, Parodius. Players pick from a variety of cutesy Manga characters which they then pile through a selection of colourful, challenging levels. In Versus Mode the screen is split in half and players race to complete the stage before their opponent. Completely over-the-top power-ups are the order of the day with certain weapons obliterating every on-screen enemy. Hopefully Twinkle Star Sprite will reach these shores in the near future and who knows, SNK could furnish us with a nifty Saturn conversion?





It's the end of an era as MEAN MACHINES SEGA reaches its final issue, but the efforts to provide only the very greatest Saturn coverage continues in MMS's sister magazine, SEGA SATURN MAGAZINE.

Hi, I'm Richard Leadbetter. You might remember me from the early days of this fine publication, and indeed in its earlier multi-format incarnation when it was MEAN MACHINES without the Sega bit. I helped launch MMS and was the proud editor of the mag for over a year before moving on to "other" things. Now circumstances have conspired to bring us together again, as MMS officially hands over to (and kind of merges with) SSM.
This new pooling of resources allows us to up the stakes still further, improving every aspect of SSM with the help of our MEAN MACHINES buddies. The first fruits of our labours will be on the shelves soon, but in the meantime, why not check out the next edition of SSM?
We've pulled out all the stops to make this a classic issue in every sense of the word, with the official World Exclusive on Manx TT Superbike! Yeah, Daytona CCE was pretty cool, but read our mag to discover why Manx is shaping up to the true successor to Sega Rally Championship. Rounding out the all-round journalistic excellence, you'll also find exclusive Hexen coverage plus some superb Soviet Strike coverage.
For all Saturn owners, SEGA SATURN MAGAZINE is a compulsory purchase! Avoid it at your peril...

Richard Leadbetter,
Editor,

SEGA SATURN MAGAZINE.





Meanwhile down at the SHOCK BUSTERS...
This'll do the trick...
REVENGE of the CHICKEN Blood VAMPIRE
Norm's the name, sensible viewing's the game. Watch that and you'll turn into a zombie!
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CRUNCH!
Horror movies are bad for your telly– they'll give it nightmares!
CRUNCH!
CRUNCH!
Later that evening...
Now this is what I call in-home entertainment.
TWIX
a BREAK FROM THE NORM


NBA
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BASED ON THE ARCADE HIT!
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